

84 PAGES OF ESSENTIAL INFO FOR YOUR COMMODORE 64!

# COMMODORE

The very best C64 mag money can buy!

ISSUE 34 • £2.50 • JULY 1993

**POWERPACK**

**ARAC** FULL GAME  
**INVISION** FULL GAME  
**SHELLSHOCK** FULL GAME  
**COYRA pt3** FULL GAME  
**SPRITES** TUTORIAL CODE

**MORE  
MORE  
MORE  
FOR  
YOUR  
C64!**

## HE SHOOTS! HE SCORES!

Liverpool kicks off on the C64. See the big match 'live and exclusive' on CFTV p.76

**DROP  
THE DEAD  
DATASSETTE!**  
CF's star-staffie  
spills the  
beans!

OOOPS! IF YOU CAN READ THIS  
THEN YOUR POWER PACK'S MISS-  
ING. ASK AT THE NEWSAGENT  
FOR FOR A REPLACEMENT RIGHT  
NOW!

**Tape  
to disk  
SMART!**  
Turn to p.6.

**PLUS** GAMEBUSTERS • THE VERY BEST  
C64 TIPS, CHEATS AND POKES

**MODERN  
CLASSICS**

**MASSIVE 24  
PAGE GUIDE TO  
THE BEST C64  
GAMES AVAILABLE**

Your guarantee of value  
**future**  
PUBLISHING



07



# PLAY NOT PAY! TOP GAMES

**GUNSHIP**



C64  
SPC  
CPC

**HUNTERS MOON™**



C64

**PITSTOP II™**



C64

**TIGER ROAD™**



C64  
SPC  
CPC

**SWIV**



C64  
SPC  
CPC  
ST  
AG

**ARMALYTE™**



C64

**DE TA**



**CRACKDOWN™**



C64  
SPC  
CPC  
ST  
AG

**GHOULS 'N' GHOSTS™**



C64  
SPC  
CPC  
ST  
AG

**RICK DANGEROUS**



C64  
SPC  
CPC  
ST  
AG  
PC#

**MULTIMIXX 1**



C64  
SPC  
CPC

**MULTIMIXX 2**



C64  
SPC  
CPC

**TURRICAN™**



**SILENT SERVICE**



C64  
SPC  
CPC

**3D POOL**



C64  
SPC  
CPC  
ST  
AG  
PC3

**SUMMER CAMP**



C64

**MULTIMIXX 3**



C64  
SPC  
CPC

**MULTIMIXX 4**



C64  
SPC  
CPC

**MULTI MIXX 5**



**TUSKER™**



C64  
SPC  
CPC  
ST  
AG

**ACTION FIGHTER™**



C64  
SPC  
CPC  
ST  
AG  
PC#

**ROAD BLASTERS™**



ST  
AG

**BLASTEROIDS**



C64  
SPC  
CPC  
ST  
AG  
PC

**GARY LINEKER'S SUPER STAR SOCCER™**



C64  
SPC  
CPC

**CHAMPIONSHIP WRESTLING**



**OUT RUN™**



C64  
SPC  
CPC  
ST  
AG  
PC

**TECHNOCOP™**



C64  
SPC  
CPC

**QUE-DEX**



C64

**TURRICAN II™**



C64  
SPC  
CPC  
ST  
AG

**HAWKEYE™**



C64

**BARBARIAN II**



**CARRIER COMMAND**



ST  
AG  
PC

**CREATURES**



C64

**MOONWALKER™**



C64  
SPC  
CPC  
ST  
AG  
PC

**VIGILANTE™**



C64  
SPC  
CPC  
ST  
AG

**MYTH**



C64  
SPC  
CPC

**IMPOSSIBLE MISSION II**



**STRIDER II™**



C64  
SPC  
CPC  
ST  
AG

**SWITCHBLADE™**



ST  
AG

**GAUNTLET II™**



ST  
AG

**STARGLIDER 2™**



ST  
AG  
PC3

**FLIMBO'S QUEST**



C64  
CPC  
ST  
AG

**ITALY 1990**



**CALIFORNIA GAMES 2™**



ST  
AG  
PC3

**WORLD CLASS LEADERBOARD™**



ST  
AG  
PC

**JOHN LOWE'S ULTIMATE DARTS™**



ST  
AG

**LAST NINJA 3**



C64  
ST  
AG

**MICROPROSE SOCCER**



C64  
SPC  
CPC  
ST  
AG  
PC#

**Savage**



AVAILABLE FROM ALL LEADING STOCKISTS. SHOULD YOU HAVE ANY DIFFICULTY OBTAINING ANY TITLE PLEASE CONTACT KIXX ON 021 625 3311 ALL TRADEMARKS ARE ACKNOWLEDGED AS THE PROPERTY OF THEIR RESPECTIVE OWNERS

**1943™**



ST  
AG

**SKIDZ™**



ST  
AG

**PANZA KICK BOXING**



ST  
AG  
PC

**DRAGONS OF FLAME™**



C64  
SPC  
CPC  
ST  
AG  
PC#

**SUPER MONSTER NACO G.**





# GAMES AT SOUND PRICES.

|                                                                                     |                                                                                     |                                                                                     |                                                                                                                                                                                                                                                                                                                                                 |                                                                                       |
|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
|    |    |    |                                                                                                                                                                                                                                                               |    |
|    |    |    |                                                                                                                                                                                                                                                               |    |
|    |    |    |                                                                                                                                                                                                                                                               |    |
|   |   |   |                                                                                                                                                                                                                                                              |   |
|  |  |  |                                                                                                                                                                                                                                                             |  |
|  |  |  |                                                                                                                                                                                                                                                             |  |
|  |  |  |                                                                                                                                                                                                                                                             |  |
|  |  |  |                                                                                                                                                                                                                                                             |  |
|  |  |  | <div>FORMAT KEY</div> <div>C64 CBM 64/128 cassette</div> <div>SPC SPECTRUM 48/128K, +2 cassette</div> <div>CPC AMSTRAD CPC cassette</div> <div>ST ATARI ST</div> <div>AG AMIGA</div> <div>PC IBM PC &amp; COMPATIBLES</div> <div># DENOTES - SUPPLIED AS DUAL MEDIA PACK 5.25" &amp; 3.5" COMBINED, ALL OTHER TITLES SUPPLIED SEPARATELY.</div> |                                                                                       |





# COMMODORE FORMAT

CF34  
July 1993

**Editorial & Advertising Offices:**  
Commodore Format, Future Publishing Ltd,  
30 Monmouth Street, Bath, Avon, BA1 2BW.  
Tel 0225 442244  
Fax 0225 446019

## EDITORIAL

**Editor** Trenton Webb  
**Art Editor** Ollie Alderton  
**Production Editor** Dave Golder  
**Staff Writer** Clare Hodgson  
**Art Assistant** Lisa Kellet

## ADVERTISING

**Senior Sales Executive** Jackie Garford  
**Trainee Ad Executive** Rob Bennett

## CONTRIBUTORS

**Editorial**  
Jason Finch  
Andy Roberts  
Apex Productions  
**Photography**  
Stuart Baines  
**Cover**  
Paul Kidby  
**Artwork**  
Mike Roberts  
John Richardson  
Jolyon Webb

## PRODUCTION

**Production Co-ordinators**  
Craig Broadbridge and Claire Fullick  
**Production Technicians** Simon Windsor, Chris Stocker, John Moore, Heath Parsons, Mark Gover  
**Paper Controller** Fiona Deane  
**Production Controller** Claire Thomas  
**Group Production Manager** Judith Middleton

## MANAGEMENT

**Publisher** Jane Richardson  
**Promotions Assistant** Tamara Ward  
**Circulation Director** Sue Hartley  
**Group Publishing Director** Greg Ingham  
**Managing Director** Chris Anderson

## SUBSCRIPTIONS (SEE P.30)

Subscription enquiries should go to: Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB ☎ 0458 74011

## ADVERTISING PROBLEMS

If you have a problem, query or complaint about an advertiser in this issue then contact Yolanda Hughes, Future Publishing, 30 Monmouth Street, Bath BA1 2BW ☎ 0225 442244

Commodore Format is bought to you by Future Publishing, the home of the finest computer and console magazines in the land. Magazines like: GamesMaster, Super Play, Total!, Amiga Power, Your Sinclair, Amiga Shopper, Future Music, MacFormat, Sega Power, Amiga Format, PC Format, ST Format, Amstrad Action and Megal.

Commodore Format is printed in the UK  
All material © Future Publishing 1993

ABC

44,442

Jul-Dec 1992

Member of the Audit Bureau of Circulation

Trent would also like to thank: Nescafé™  
Dave would also like to thank: Cadbury's Options™  
Ollie would also like to thank: Dairylea Triangles™  
Clur would also like to thank: Blackcurrant Lemsip™  
Lisa would also like to thank: Anadin™

Thanks to Sean McAlorum (Athens), Richard Gingell (AC Milan) for the loan of the shirts.

# CONTENTS

## 10 CHARTS

This month's best-sellers.

## 13 NEWS

The latest C64 gossip.

## 14 PREVIEWS

Suburban Commando, Pirates and Turbocharge are on their way!

## 16 DROP THE DEAD DATASSETTE

Or, the world according to Clur!

## 19 DO THE SPRITE THING!

In the second half of our techie tutorial Bones gets his sprites on the move.

## 22 LETTERS

The world's mightiest brain presides!

## 26 PD FORMAT

What's hot and costs not (a lot)!

## 27 LET'S MAKE A MONSTER

With programming on their latest mega-game gathering pace, Apex need THREE pages this month to tell their tale. It sounds like Mayhem In Monsterland (groan – the entire world).

## 70 THE ADDAMS FAMILY

Ocean

Gomez goes a-rescuing at 0001 Cemetery Lane. The game of the film of the TV show of the comic strip gets a welcome budget outing.

## 73 THE ARGON FACTOR

Logyk

A graphic adventure with a difference – a £1,000 prize! But will it be the gameplay or the grand that keeps you engrossed?

## 74 SKULL & CROSSBONES

Hit Squad

Timber me shivers! Tengen coin-op' avast, ya lubbers... (I can't take any more of this – Ed).

## 76 LIVERPOOL

Grandslam Video

Can the game live up to the club's illustrious rep'? CF puts the analog Anfield to the test.

# The Commodore



**TRENTON WEBB**  
**EDITOR**  
**BRISTOL ROVERS**

**(LEFT BACK)**  
He never was very good at games, our Ed. When it came to picking teams at school he was always the last one left. Even the gangly kid who was good at physics but ran like an arthritic spider would get a place before Trent. So for our five-a-side team he got to play as a defender. Surely even he could hack people down, barge them off of the ball, thump people's shins... and besides we needed a fifth player!



**CLUR HODGSON**  
**STAFF WRITER**  
**LEEDS UNITED (SWEEPER)**

Clur's physical style (psychotic) can't disguise her natural talent for the game, which is why she plays as sweeper. Sure she likes to charge in with studs flying, but once she's on the ball (and the other guy's clutching his shins) she can either pass the ball out of defence or run with it at their lines. Curiously, she does pass back to the opposition a lot, but we think this is just so she can tackle them as well.



**LISA KELLET**  
**DESIGN**  
**ASSISTANT**  
**AC Milan (Mid-field)**

Now you wouldn't think



# NEWS

## 78 RODLAND

Kixx

"So cute it'll make you puke!" the ads so tastefully boasted when this platformer was originally launched on to an unsuspecting world. So steel your stomachs and don't eat any foreign food because *Rodland's* out on budget! Can it overcome to cute factor? You know where to find out (er, on p.78, in case you don't).

p73

p78



**DAVE  
GOLDER  
PRODUCTION  
EDITOR  
Athens  
(Centre  
forward)**

Dave was never interested in footie. If there was a match on

TV he'd be off (to the fridge? - Ed). Then one day he saw the Brain Clough ad which implied that good footballers ate one more of everything than everybody else. Since then he's not missed a training session - he's had three Shredded Wheats for breakfast, milk at eleven and enough Lucozade to float the Ark Royal regularly every day.

## 30 SUBSCRIPTIONS

Never leave the house again - get Commodore Format delivered!

## 55 GAMEBUSTERS

Ten pages of fundamental cheats, tips and POKEs compiled by the one and only Mr A Roberts Esq. (but I know another A Roberts! - Clur) (Oh, shut up - Ed).

## 67 TECHIE TIPS

Top-notch techie talk from Jason Finch, the man with the winch. (WHAT?!? - Ed)

## 80 MAIL ORDER

Visit our exclusive Commodore Superstore for some major bargs!

## 82 NEXT MONTH

The shape of things to come!

## MODERN CLASSICS

p31

Your essential guide to the very best software currently available for your C64. It's the definitive directory of Commodore games, a 24-page special that lists over 1000 games - and where to buy each and every one of them!

Modern Classics is more than a list, though. It's *Commodore Format's* complete buying guide. We name the best games, we name the worst games and we

name a few we really like but aren't entirely sure why! So if you're serious about games, you need Modern Classics!



Four rather fabby full games!

## ARAC

Side One

Tape count 065

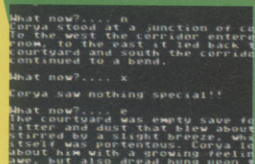
Spider-like, net-throwing arcade adventure. Weird, sure, but brilliant!



## COYRA PART 3

Side One Tape count 000

The conclusion of Mr Warrior-Sage's adventure.



## SHELLSHOCK

Side Two Tape count 000

A vicious *Commando*-style kill-'em-up. Very hostile!



## INVISION

Side Two Count 060

Stupendously silly 'invisible' pinball. Yep, it really is as daft as it sounds!



## PLUS 3 SPRITE TUTORIALS

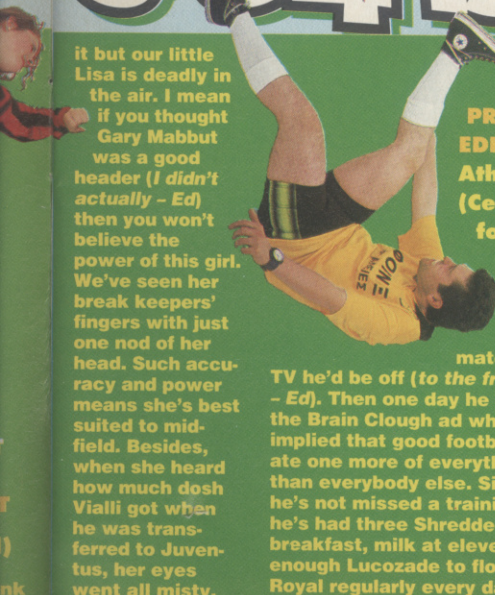
Side Two Tape count 095

Top-flight techie-talk code to accompany Do The Sprite Thing.

Full details are just over the page.

POWERPACK PAGES

# The C64 1st team!



**OLLIE ALDERTON  
ART EDITOR  
BRISTOL CITY (KEEPER)**  
You need a safe pair of hands to be a goal keeper and that's just what Ollie's got. Sadly his knees are a bit suspect, there are some worrying doubts about his judgement and if you catch him on his blind-side, well, frankly, it's frightening. Still, on the whole he's not such a bad keeper. He regularly turns out for Future first eleven resplendent in yellow gloves, green jersey, baggy knee-length shorts, football boots with ten yards of muddy laces wrapped around them and a 50's style cap. It's just a shame Future only play cricket!

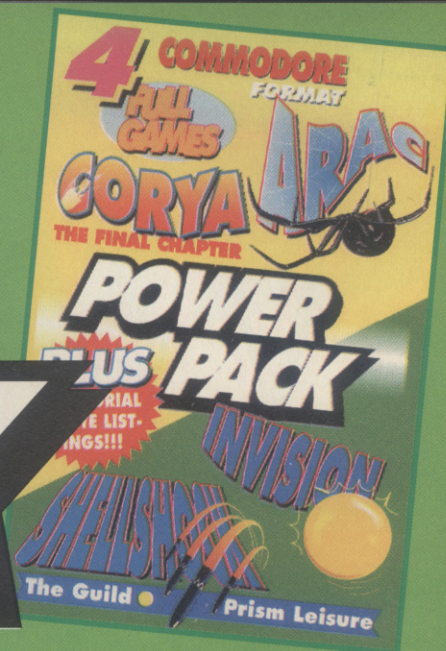






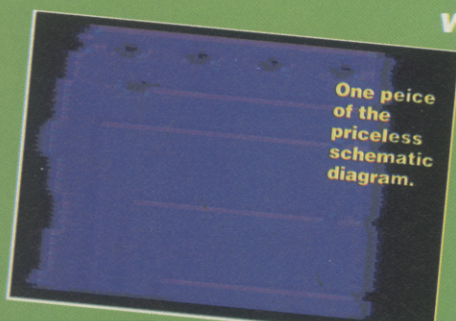
# POWER PACK

## 34



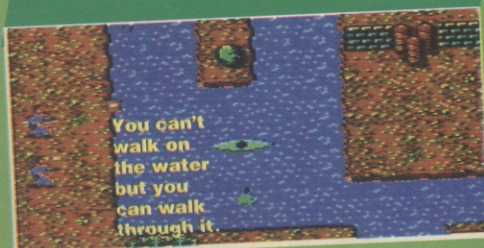
Hold on to your horses, or any other available four-legged mammal (except gerbils, they don't count). Clur's about to whisk you off on a whistlestop tour of the

34th cassette to bear the name Power Pack.



### VITAL STATISTIX

|                  |                       |
|------------------|-----------------------|
| GAME             | Shellshock            |
| ORIGINAL RELEASE | July 1993             |
| ORIGINAL LABEL   | Commodore Format      |
| PROGRAMMED BY    | Sybertek Developments |
| GENRE            | Shoot-'em-up          |
| DIFFICULTY       | Medium                |



### QUICKSTART INFO

Side One • Tape Count 065 • Joystick port 1

|     |           |                                                     |
|-----|-----------|-----------------------------------------------------|
| ⬆   | UP        | Exit from menu/<br>move up when<br>Arac's a spider. |
| ⬇   | DOWN      | Move down when<br>Arac's a spider.                  |
| ⬇ ⬆ | DOWN/UP   | Jump.                                               |
| ⬇ ● | DOWN/FIRE | Enter menu.                                         |
| ◀   | LEFT      | Go left                                             |
| ▶   | RIGHT     | Go right                                            |
| ●   | FIRE      | Fire net or menu,<br>select option in menu          |

From Beyond Belief, the makers of *Biff*, *Snare* and the *Jimmy's* soccer series, comes *Shellshock*, a brilliantly violent *Commando* clone. It's the sort of no-nonsense, get in there and blast

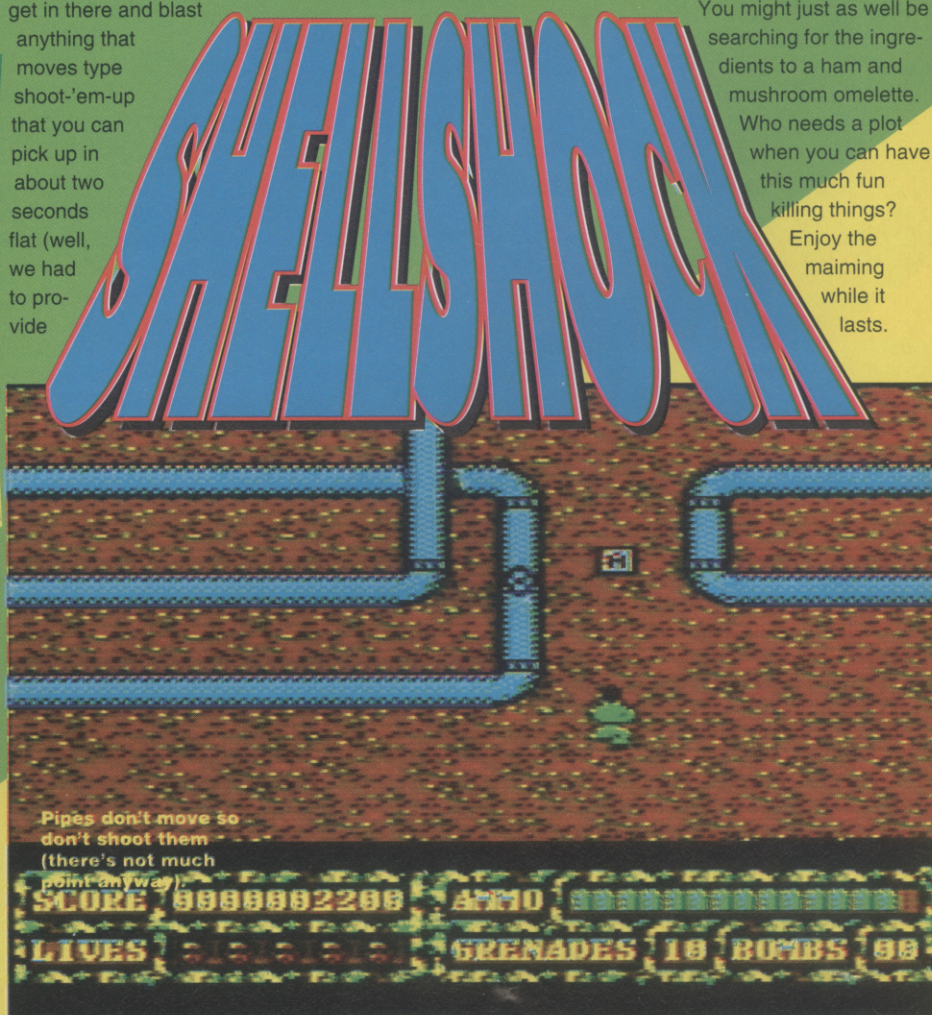
anything that moves type shoot-'em-up that you can pick up in about two seconds flat (well, we had to provide

something to provide a balance with the subtle complexities of *Arac* – that's got instructions of epic proportions).

The main difference between this and your bog-standard blaster is that you've haven't got the military's latest, top secret super self-rearming machine gun that never runs out of bullets. Nope, this is the real world. Well, the sort of real world where the enemies handily leave behind ammo when you shoot them, that is.

There are four levels in all, pulled together by a plot involving four parts of a stolen schematic diagram that have to be pieced together. But the plot's pretty much irrelevant.

You might just as well be searching for the ingredients to a ham and mushroom omelette. Who needs a plot when you can have this much fun killing things? Enjoy the maiming while it lasts.







Come on, own up. You've loaded *Arac*, had a quick blast, and you're totally confused. So you've come crawling to the Power Pack pages hoping to find out what it's all about. Makes a change to find a game that you actually have to read the instructions to, doesn't it? But it's well worth the effort, believe us.

You play *Arac*, a robot with a spider fixation. If you chose to play the long game you'll have to hunt out his arachnoid bits – two legs and a power globe – before you can turn into the spidery thing, but in the short game you're already supplied with your bits. To turn *Arac* into his arachnid alter-ego select the far right panel in the menu screen (which you access by holding down and pressing Fire). The spider has a very limited amount of energy so you have to change back into the robot by selecting the same panel, before it runs out.

As a legless robot, all *Arac* can do is fire a net to catch the various creatures which populate the game. As a spider, though, he's also armed with a stun gun. Another advantage of being an arachnoid is that you can walk on the ceilings – always a handy trick.

The aim of the game is to deactivate three reactors located inside a fortified citadel, but to get into the citadel *Arac* must have all his spi-

der bits. And you've got a maximum of 30 minutes (20 minutes in the short game) to do it all in – hold the joystick down and the time remaining will appear in the bottom right hand corner of the screen.

To net a creature just press the Fire button. Hold down Fire longer to shoot out the net further. Any captured beasties are displayed on the menu screen. You can only hold up to eight of each type of creature at a time.

Each creature has its own

special talent which can help you out. If you want to use make use of one of these talents, all you need to do is select the relevant beastie from the menu, hit your Fire button, then push up on the joystick to exit the menu screen – hey presto, one beastie at your command.

This is definitely one of the best arcade adventures we've had on the Power Pack. *Dizzy* eat your heart out.

## QUICKSTART INFO

Side Two • Tape Count 000 • Joystick port 2

|  |       |                 |
|--|-------|-----------------|
|  | UP    | Move up.        |
|  | DOWN  | Move down.      |
|  | LEFT  | Move left.      |
|  | RIGHT | Move right.     |
|  | FIRE  | Shoot.          |
|  | SPACE | Throw grenades. |

**Other Info:** To pause the game press P while any joystick movement will restart it.

## CREATURE FEATURE

**Malevolent Man Of War** – you can only capture him when he's been stunned; his skill is fusing delicate electronics.



**Stinger** – *Arac* can use the stinger's flying abilities to get out of tricky situations.



**Big Borer** – This fella will gnaw his way through solid walls for you.



**Rock Hopper** – bounces up and down on the spot to protect you from oncoming nasties.

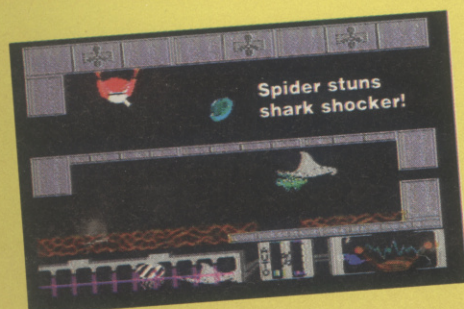


**Ray** – protects you from being detected by radar.



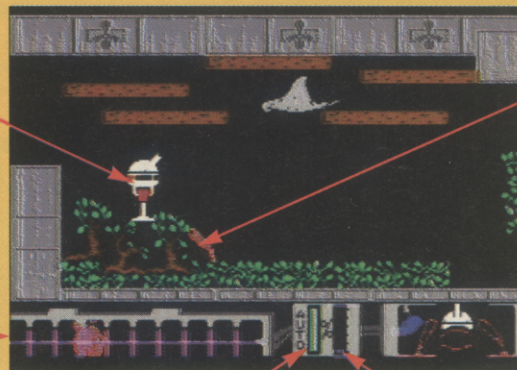
## VITAL STATISTIX

|                  |                  |
|------------------|------------------|
| Game             | <b>ARAC</b>      |
| Original Release | Sept 86          |
| Programmer       | Paul O'Malley    |
| Original Label   | Addictive Games  |
| Genre            | Arcade Adventure |
| Difficulty       | Dead 'ard        |



**Arac, our crouching, jumping, spider-loving, net-flinging hero.**

**The cage in which Arac stores his catches until he needs them.**



**Energy reserve level, let this drop to zero and you'll be out of action.**

**Achievement indicator, 100 per cent means you've finished the game.**

**Select E if you're completely stuck and want to start again.**



**The number of each sort of creature you've got in your cage is displayed in this panel; move the cursor over the one you want to use and hit Fire.**

**One of the arachnoid's legs. Now all you need is another leg and the power globe.**

**This shows how many of your bits you've got so far (in this case, none).**

**Select this icon to swap between being a spider or a bog-standard robot.**



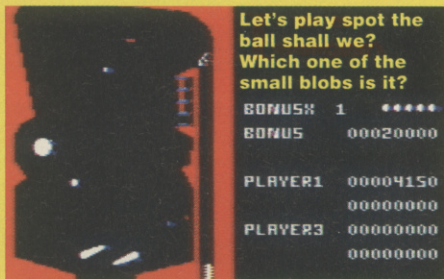
# INVISION

It's more than just strange, it's even being a to see nine tenths of the table nine-tenths of the time, the ga

It's more than just strange, it's even stranger than strange! An invisible pinball game! Well almost invisible, you can see the ball and the flippers but that's about all – unless you hit something in which case it'll flash for a fraction of a second.

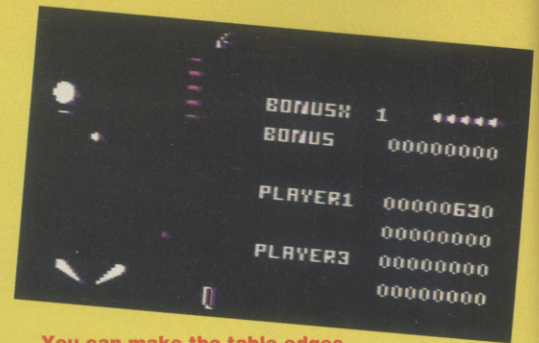
Some of the obstacles will stay visible for longer, and if you manage to light up combinations of them in the correct order, then you earn masses of bonus points. But apart from not

being able  
to see nine-  
tenths of the table  
nine-tenths of the time, the game  
plays pretty much like normal pinball. You  
get five balls per go and the aim of the game is  
simply to stop the ball from going out of play by  
using the flippers at the bottom of the table (and  
there might even be another invisible flipper  
somewhere else on the table – but we're not  
letting on, that's for you to find out\* ). Like the  
real game, it's not as easy as it sounds, so give  
it a go – it's flippin' fun.



## WANNA SEE MORE?

**Invision** is bought to you courtesy of Kingsway Computer Services. If you'd like to see what more they have to offer turn to page 26 or send a large SAE to Kingsway, 72 Glencoe Road, Sheffield, S2 2SR (☎ 0742 750623) for a catalogue.



**You can make the table edges are invisible ( if you're that masochistic).**

## VITAL STATISTIX

|                  |                   |
|------------------|-------------------|
| GAME             | <i>Invasion</i>   |
| ORIGINAL RELEASE | Kingsway          |
| GENRE            | Pinball Simulator |
| DIFFICULTY       | Easy              |

## QUICKSTART INFO

Side Two • Tape Count 060 • Joystick port 1

|                                                                                     |       |                                           |
|-------------------------------------------------------------------------------------|-------|-------------------------------------------|
|  | DOWN  | Decrease tension on the plunger.          |
|  | LEFT  | Increase tension on the plunger.          |
|  | RIGHT | Right flipper.                            |
|  | FIRE  | Release plunger and operate left flipper. |
| F3                                                                                  |       | Change colour                             |
| F4                                                                                  |       | Change no. of players                     |
| F7                                                                                  |       | Start game                                |

# SPRITE AND CHEERFUL



## FAST SPRITES

Following in the footsteps of our feature on page 19 we do the sprite thing on the power pack. This first demo is an example of improving on the simple program we showed you last month, the big difference being the speed of the sprites. Sprite-ly, or what? (*I don't believe you just said that – Ed.*)

## QUICKSTART INFO

Side Two • Tape Count 095 • Joystick port 2

|                                                                                     |       |               |
|-------------------------------------------------------------------------------------|-------|---------------|
|  | LEFT  | Move left.    |
|  | RIGHT | Move right.   |
|  | FIRE  | Have a guess. |

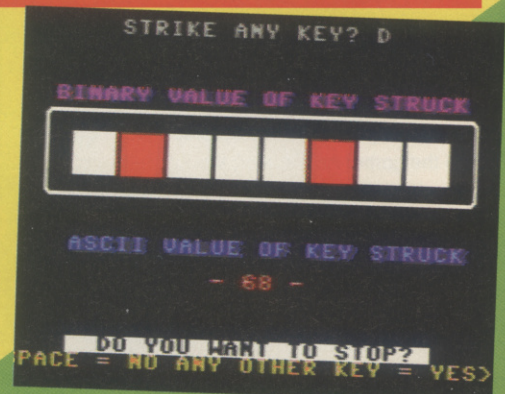
## SPRITE CODE

Impressed by the fast sprite demo? We bet you are. Here's a listing of the Basic program used to create it. The listing is rather long so when you see a bit that you want to look at scrolling up the screen hit Run/Stop. The scrolling should then come to a halt. When you've got bored with that bit and want to set it off again just type LIST and you're off.

## QUICKSTART INFO

Side Two • Tape Count 105 • Keyboard

Hit Run/Stop to pause the listing. Type LIST to get it scrolling again.



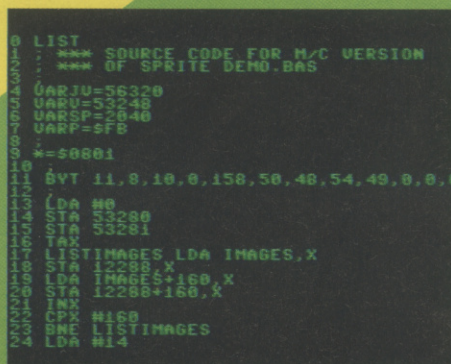
Another annex to the Sprite feature this month is this smart binary tutor. Simply type in the letter or number you want to know the binary code for and hit Return. The program will respond with the binary code and ASCII value of that key.

To find the value of another key hit Space and then type that letter. If you want to see how the program works hit anything other than the Space bar and type 'LIST' to get the basic listing for the program.

## QUICKSTART INFO

Side Two • Tape Count 125 • Keyboard

Type in a letter plus Return to find out the binary code of that letter. Space then lets you input another letter. Type LIST to get a basic listing of the program.





# CORYA

## PART 3

## CORYA PT 2 COMPLETE SOLUTION

Only turn the page upside down and read this bit if you're a complete airhead and couldn't do part two of the *Warrior Sage* that we put on the Power Pack

**F**or the third and final time CF takes you into the realm of the Warrior Sages. We've been to many places together over the last few months. We've visited shrubberies, fought off dragons and supped beer with the humans. But now it's time for you to complete your journey

Playing *Corya* is easier than taking candy from a dwarf. When the game has loaded it'll ask you for the password from part two (which was FALCON, in case you were too dim to finish the game last month). Type it in and hit Return. Now you're into the game proper. Loads of text will come up on screen – read it carefully because there could be some clues in there. Then it's time to type in some instructions for Corya (the geezer you're playing). Decide what want him to do then type in your instructions. The game will

```
What now?.... e
Corya couldn't!

What now?.... n
Corya stood at a junction of corridors.
To the west the corridor entered a
room, to the east it led back to the
courtyard and south the corridor
continued to a bend.

What now?.... x
Corya saw nothing special!!

What now?.... e
The courtyard was empty save for the
litter and dust that blew about it,
stirred by a slight breeze, which in
itself was portentous. Corya looked
about him with a growing feeling of
awe, but also dread hung upon the air,
smothering his senses.

What now?....
```

**Dread hung in the air? How'd he do that?  
Has he got a hang-glider or something?**

understand a lot of normal English phrases, but if at first the 64 doesn't know what you mean, try rephrasing your sentences ('Examine room' for example, as opposed to, 'Give the joint a good going over'.) Check out the Quick Start box if you're having problems.

```
Again the mirror shimmered as Corya
approached it. He viewed his
reflection, looking it up and down,
evilily, the reflections face grinned,
an evil smirk across its face. To
Corya's horror it stepped out of the
mirror and drawing the image of Nar-
and attacked.
```

```
Corya stood in a corridor with an even
layer of dust covering the floor. The
eastern end of the corridor was framed
with a large mirror which shimmered.
The reflection continued unabated in
its attempt to subdue Corya.

What now?....
```

**Mirror, mirror, on the wall, who's the  
bravest of them all?**

## VITAL STATISTIX

|                  |                               |
|------------------|-------------------------------|
| Game             | <i>Corya The Warrior Sage</i> |
| Original Release | March 1993                    |
| Original Label   | The Guild                     |
| Programmer       | Simon Collins                 |
| Genre            | Text Adventure                |
| Difficulty       | Medium to hard                |

## GOT A DISK DRIVE?

Let's face it, slipping a disk smoothly into a drive is a lot easier than having to fiddle around with a head alignment screw. If you're lucky enough to own a disk drive for your 64, then this service was designed especially for you. For a small fee (to cover postage and duplication costs) our mates at Ablex will send you a Power Pack lovingly transferred on to 5.25-inches of floppy disk.

Getting hold of your disk is easier than Tony Slattery spotting. Simply cut out the coupon from the tape inlay card. Pop it in an envelope along with your name, address and a cheque for £1.50 (made payable to Ablex Audio Video), and send the whole kit'n'kabbodle to:

CF34 Tape-to-Disk  
Ablex Audio Video  
Harcourt, Telford  
Shropshire, TF7 4QD.

## NO LOAD ZONE

Sometimes even I have trouble loading my Power Packs. You know how it is. You've done your best, you've tried all the options but even re-aligning the tape head won't work. That's when I turn to Ablex for their expert help. They offer a truly excellent tape replacement service, for those times when only the best will do. If you too suffer from the same embarrassing problem, then pop the tape in a jiffy

bag, along with a stamped addressed envelope and send it to:

CF34 Tape Replacement  
Ablex Audio Video  
Harcourt, Telford  
Shropshire, TF7 4QD

Don't send your tapes to us here at CF. If you do they'll invariably get lost under the masses of other post we have to sift through every month. So folks, for quick service, send your faulty tapes to Ablex!

## MORE WHERE THAT CAME FROM

*Corya* is one of many brilliant adventure games that hail from The Guild. If you want a copy of their latest catalogue then send a large SAE to: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham B24 9NX.

## QUICKSTART INFO

Side One • Tape Count 000 • Keyboard  
Password: Falcon

In *Corya* you have to use that strange that came with your computer called a keyboard. Here are some instructions you might find handy

N – Never

E – Eat

S – Shredded

W – Wheat (okay, we're not being completely frank here but come on, N, E, S and W are pretty obvious aren't they?)

U – Up, if say you have a rope to climb

D – Down, maybe there's a man hole.

Get (then an object) – Pick up that object and chuck it in your rucksack

Cast (then name of spell) – Cast one of your collection of spells

X (then name of an object) – Examine the object indicated

I – Inventory, in laymen's terms: tell me what I've got in my bag.

Wear (then name of an object) – Put the offensive piece of clothing on your body.

Insert (then name of object) – Put the object in a hole (like a coin in a slot?)

Skin (name of animal) – Yeuch! Remove the skin of the animal in question.





## TOP TEN

**1 STREET FIGHTER 2** ▶  
US GOLD £12.99 CF29 80%

**2 TERMINATOR 2** ▲  
Hit Squad £3.99 CF30 72%

**3 DIZZY: PRINCE OF THE YOLKFOLK** ▼  
CodeMasters £3.99 CF17 91%

**4 HEROQUEST** ▲  
GBH £4.99 CF30 94%

**5 STREETFIGHTER** ▼  
KIXX £3.99 CF30 36%

**6 THE SIMPSONS** NEW  
HIT SQUAD £3.99 CF32 92%

**7 RICK DANGEROUS 2** NEW  
KIXX £3.99 CF31 94%

**8 F16 COMBAT PILOT** ▼  
ACTION 16 £3.99 CF33 63%

**9 F15 STRIKE EAGLE** ▲  
HIT SQUAD £3.99 CF31 78%

**10 TEST DRIVE 2 THE DUEL** ▲  
THE HIT SQUAD £3.99 CF27 83%



## CHART FACTS

In this month's C64 Top 50 software chart there are:

- 5 full price games.
- 2 games called ARNIE 2 (barcode troubles ahoy!)
- 10 games from Kixx making them this month's top publisher.
- 4 Football games
- 10 games that CF has awarded Corkers
- 13 games that sold less than Flimbo's Quest (is there no justice!)
- 0 games with egg-fried rice in them.

## IS THAT IN THE DICTIONARY? TOP 10

- 1 UGH! (Global Software)
- 2 AAARGH! (Melbourne House)
- 3 ZIMZALABAM! (Melbourne House)
- 4 ZZZZZZ (Melbourne House)
- 5 ARKANOID - THE REVENGE OF DOH (The Hit Squad)
- 6 ALMAZZ (The Edge)
- 7 TERRORMOLINOS (Melbourne House)
- 8 MOONTORC (Atlantis)
- 9 OOOOPS! (Big Apple)
- 10 OOOOPS UP (Demonware)

## 10 CARS THAT NEVER SEEM TO APPEAR IN DRIVING GAMES

- 1 Trebants
- 2 Reliant Robins
- 3 Ladas
- 4 Citroen 2CVs
- 5 Skodas
- 6 Morris Travellers
- 7 Sinclair C5s
- 8 Unigate Milk Floats
- 9 The one down the road that's always got somebody's upper torso buried deep inside the engine and a jack permanently under the right rear wheel.
- 10 Madagascar.



# SNIPPETS

Wanna know the latest gossip? Then read on...

## COMMERCIAL PD?

Binary Zone PD are set to join the ranks of commercial C64 publishers. The first release on their new Psytronik label will be Jon Wells' long-awaited arcade adventure, *The Sceptre of Baghdad*. Selling for £3, the game will be available through mail order in July, so keep your eyes peeled for ads.

CF reviewed *Sceptre* back in February, when it was due to be released by Atlantis, and gave it a Powertest rating of 73 per cent. Since then Jon has added better graphics, more sounds and revamped the entire game structure.

For more info about Psytronik, *The Sceptre Of Baghdad* or how to order send a large SAE to Psytronik Software, 34 Portland Road, Droitwich, Worcester, WR9 7QW.

Have you been wondering what happened to *Sceptre of Baghdad*? It'll be out in July on Binary Zone's new label, Psytronik.



## ARE YOU HUNGARY?

*Guru*, a weird Hungarian computer mag that has loads of C64 bits, found its way on to CF's newsdesk this month. Unfortunately we can't read it! It looks good but all we know about Hungary is that it's very solid – Trent once head-butted Budapest! So if you can read Hungarian, give us a call we'd love to know what *Guru* was whittering on about. Oh yeah, sorry for the awful pun in the headline.

Er... what?  
**GURU**  
A szórakoztató informatikai magazin

PC ABC  
+ RÚNA  
+ C64  
Xenobots  
Superfrog  
Transartica  
Cinemorph  
OpalVision

## HA-DO-GUN?

You've played the game now play the, er, game again with little plastic models. Toy makers Hasbro have been commissioned to produce a series of *Street Fighter 2* action models. The only problem is, if the promotional pics are anything to go by, they could hardly be called replicas.

As Trent said when he saw them: "If they've got guns why don't they shoot instead of kicking and punching each other?"



## LEARN TO PROFIT

Rickitt Educational Media have introduced a new software-for-schools policy. Now, for every pound that you spend with them they'll give you a voucher worth 20p off software for your school. And, as market leaders, Rickitt's

*Educational Software Review* boasts a bevy of 64 programmes, like the fantastic *Fun School's* and *Paint And Create*.

To find out further details, ask your school to contact Tsui Miller at Rickitt Educational Media, Ilton, Ilminster, Somerset, TA19 9HS (☎ 0460 57152) for a brochure.



**Educational Software Review**

Acorn Archimedes • Amiga  
Amstrad • Atari • BBC • Commodore  
IBM PC • Nimbus • Spectrum  
Rickitt Educational Media



Free Software for your School! In many schools

## GONE FOR A SONG?

Mega-corp Sony have taken the plunge into the computer software biz and have bought up the award-winning publisher Psygnosis. A representative from Psygnosis said that: "The Sony deal will not affect the development of any software on any format". Which is good news for their latest C64 project, *Lemmings*, which is scheduled for release this summer.

## EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle of the scanner, the nearer it is to release. Keep watching the skies.

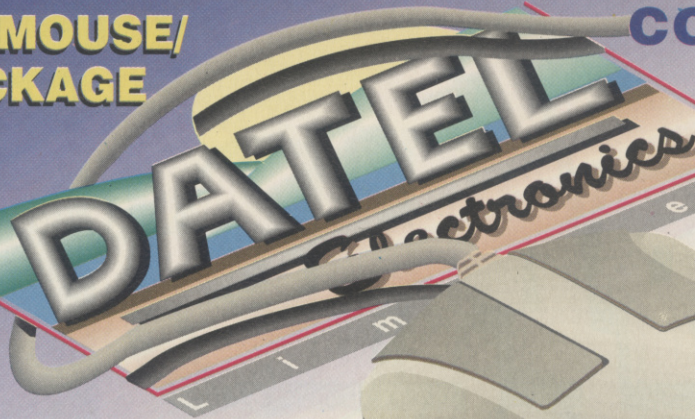


### KEY:

- ORIGINAL RELEASE
- BUDGET RE-RELEASE

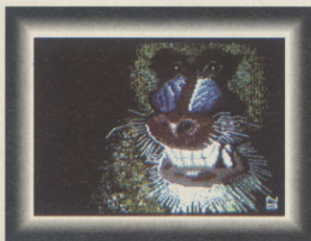


# NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!



**COMMODORE  
MOUSE  
SYSTEM**  
COMPLETE WITH  
**ACP**  
ADVANCED ART STUDIO

- This Commodore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.



**ONLY  
£34.99**

**TOTAL PACKAGE  
INCLUDES MOUSE/  
MOUSE MAT/HOLDER  
AND OCP ADVANCED  
ART STUDIO**

PLEASE STATE IF YOU REQUIRE TAPE OR DISK

**FREE!**

**MOUSE MAT AND  
MOUSE HOLDER**

(WORTH £12.99)  
WITH EACH PACKAGE

## LC 200 COLOUR PRINTER PACKAGE

**NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!**

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy.

**PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £345.00  
SPRINT 128 PRINTER INTERFACE RRP £29.99  
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99  
NORMALLY £394.98**

**COMPLETE PACKAGE NOW ONLY £259.00**

**COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99**

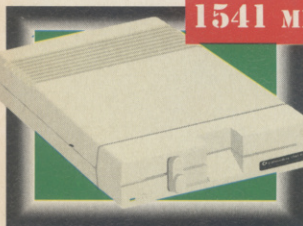
- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.



## 1541 MKII DISK DRIVE

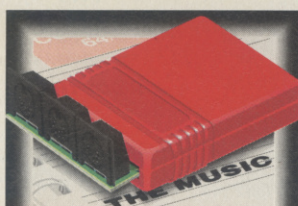
The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore 64/128.

**TOTAL PACKAGE INCLUDES  
6 GAMES  
ONLY £149.99  
ADD £5 IF NEXT DAY COURIER  
IS REQUIRED**



**DATEL MIDI 64 INTERFACE PLUS  
ADVANCED MUSIC SYSTEM  
ONLY £39.99  
AVAILABLE ON DISK ONLY**

- The Advanced Music System may be the best MIDI/music package produced for the 64/128 offering a huge range of musical composition features & MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!



**UNBEATABLE MIDI PACKAGE!!**

## OTHER COMMODORE ACCESSORIES



**DATALUX**

- 3 additional cartridge slots provided.
- Wear and tear on the original connector reduced.
- Switch provided for selecting between game cartridges rather than constant unplugging.
- Reset button built-in.

**ONLY £16.99**



**SPRINT 128**

- Full feature Centronics Printer Interface.
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use - supports Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs to load.

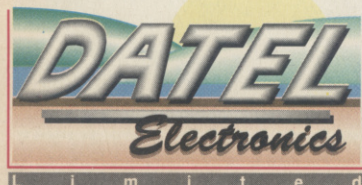
**ONLY £29.99**



**DATA  
RECORDER**

- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset.
- Comes complete - no more to buy!

**ONLY £29.99**



**HOW TO GET YOUR ORDER FAST!**

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS  
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...



**DATEL ELECTRONICS**



GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,  
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

COM MSE 4

**DATEL LONDON SHOP**



222, TOTTENHAM COURT RD,  
LONDON, W1. TEL: 071 5806460



# THE ULTIMATE CARTRIDGE COMES OF AGE!

> £34.99  
POST  
FREE

THE ACTION REPLAY MK VI  
WILL LOAD A 200 BLOCK  
PROGRAM IN UNDER 6 SEC

THE MOST POWERFUL, FRIENDLY AND FEATURE  
PACKED UTILITY CARTRIDGE EVER CONCEIVED!

**ACTION  
REPLAY  
MK VI**

FOR CBM 64/128

- **TURBO LOADER** - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- **INFINITE LIVES GENERATOR** - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR** - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREEZER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.

- **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 10 seconds - no more messing about.
- **PRINTER DUMP** - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- **EXTENDED TOOLKIT** - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.



## GRAPHICS SUPPORT UTILITIES DISK

**SLIDE SHOW** - View your favourite screens in a slide show type display

**BLOW UP** - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

**SPRITE EDITOR** - A complete sprite editor helps you to create or edit sprites

**MESSAGE MAKER** - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

**ONLY £9.99**

## THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. **THE CARTRIDGE KING!**"

**COMMODORE DISK USER**

## WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of its products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.

It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licensee thereof.

**DATTEL**  
Electronics  
LIMITED

## HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

**DATTEL ELECTRONICS**

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,  
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292  
TECHNICAL/CUSTOMER SERVICE 0782 744324



**24 HOUR MAIL  
ORDER HOTLINE  
0782 744707**

ORDERS NORMALLY  
DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL: 071 580 6460  
ARVI b



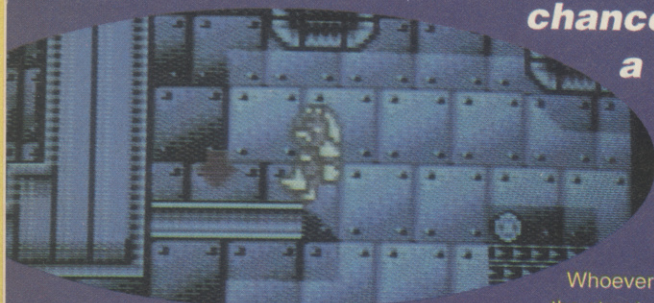


Now this is what we want - lots of space-ships and lots of shooting....

Er, well maybe not this much shooting. Shields on Shep, and fast!

# SUBURBAN COMMANDO

**Hulk Hogan scored a huge C64 hit as one of the three 'superstars' in WWF Wrestlemania. Now he's going solo in the movie licence Suburban Commando. Clur checks out his chances of a claiming a second Corker.**



Hulk, big and blonde as ever, but with an even more ridiculous name (what, Terry? - Ed).

Come on, own up, which scriptwriter decided to call a mega super powerful alien Shep?

Whoever it was deserves to be ridiculed in the streets. Even worse is the fact that they gave him the surname Ramsey! He sounds as if he belongs tied by his collar to a post box in Madge from *Neighbours'* front garden.

In fact Shep's an alien played by Hulk Hogan, and he's got big problems. First, he's crash-landed his space ship in the suburbs of Los Angeles. And secondly, the evil General-Ruler-Of-The-Universe-type-guy has ordered his droogs to earth in order to bring (get down!) Shep back.

The General's a bit miffed at Shep you see, because before he crash-landed our hero

booby-trapped his battle-cruiser. So to escape the dreadful fate that awaits him should the General's men catch him, Shep has to search the city for the bits to repair his ship with.

This is where you come in. You have to guide Shep through LA beating up the General's men when you bump into them, and collecting a bunch of spare parts for your flying machine along the way. Which all sounds dead violent - just the way I like it!

We're told the game's going to take the form of, "four levels of non-stop action taking you from the depths of space to the heart of LA," and apparently the plot sticks closely to the story of the film. Fine, but let's hope the game doesn't stick too closely to the quality of Hulk's acting - face it, the average C64 sprite has a much wider range of expressions!



## CF VITAL STATISTIX

GAME .....SUBURBAN COMMANDO  
PUBLISHER .....ALTERNATIVE  
CONTACT NUMBER.....0977 797777  
PRICE .....£9.99  
AVAILABLE .....JULY



What odds are you giving? I reckon I'll have a tenner on the big one. Then again this is based on an American film, and the little guy always wins in them. Right, I'll go for Mr Peroxide.



This section looks like it might well be very smelly and full of rats. What's old Hulk doing down here, then? I bet they got a stunt double. He'd never let his tights get grubby.



**"Pirates and Turbocharge? How I am I supposed to work both of those games into a Kixx preview strapline?" Clur asked. "You just have," answered Dave.**

# PIRATES

**A** hoy me maties and other branded bubble-bath clichés. It's time to prepare your rigging, and hoist the mainsail and head for the high seas. Or, in other words, get yourself ready for the re-release of

Blue seas, blue skies, white clouds, yellow tree, purple fish, green faces, black holes, orange oranges, blue greenhouses, pink things.

Now that's what I call a ship. I'd trade in my dinghy any day

**PIRATES!**

MicroProse's salty old free-booting fave, *Pirates*.

I suppose you'd put *Pirates* in the strategy genre if you really wanted, but why pigeon-hole things that don't need to be? *Pirates* is a harmonious war/strategy game hybrid that peacefully co-exists with touches of text adventure and a bit of a beat-'em-up.

You can chose who you want to be, where you come from and even how charm-

ing you are (that must be a novelty for you, Clur... Oooof - Ed), all of which affect your fate in the game. There's a set of difficulty levels too, and that's darned good news for all us land lubbers because the bits I've seen so far look dead tough.

The aim is to slowly build up a fleet of ships and loyal crews in order to gain fame fortune and happiness in the Caribbean ports. The game involves you being entirely selfish and doing everything for the good of

number one and only being nice to people if you can get something out of them (so if Frames reviewed it, he'd give it about 105 per cent - Ed).

So next month I'll be having testing my sea legs all the way through to the Expert level - where presumably at least one wooden leg is a pre-requisite and you don't have to worry about dandruff because your shoulders are covered in parrot droppings.

"All hail to the great God Bendy Arms."



CAPTAIN 10 MEN  
PICARD 55 MEN  
WILD!



## VITAL STATISTIX

GAME .....PIRATES  
PUBLISHER .....KIXX  
CONTACT NUMBER.....021 625 3388  
PRICE .....CASS £4.99/DISK £7.99  
AVAILABLE .....OUT NOW  
OTHER INFO .....MULTILOAD

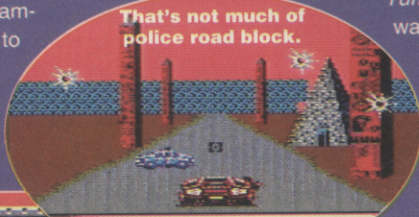
# TURBOCHARGE

**A**s one of the recommended driving games in our Modern Classics Pull out, it's obvious that *Turbocharge* is a pretty slick piece of programming. And now it's all set to come out on budget. So as long as they don't fiddle around with it too much in order to fit it on

to a budget-priced tape *Turbocharge* looks destined to become a smash hit of epic proportions! I'll eat my baseball cap if this doesn't race to the top of the charts when it hits the shops at £3.99.

*Turbocharge* on full price was given a Corking 93 per cent way back in CF13 and it was a well-deserved score. The game was simply the best racing shoot-'em-up of

That's not much of police road block.



When your wind-screen gets this bad it's time to call Autoglass.



its time. But can *Turbocharge*'s one-player firepower help it see off the two-player threat of *Lotus Esprit Turbo Challenge* in the budget arena? Watch out for the review next ish.



## VITAL STATISTIX

GAME .....TURBOCHARGE  
PUBLISHER .....KIXX  
CONTACT NUMBER.....021 625 3388  
PRICE .....£3.99  
AVAILABLE .....OUT NOW





# DROP THE DATASSETTE

Clur's always moaning that nobody ever appreciates how hard she works. To shut her up we've let her have three pages to whitter on about herself (we have to suffer it all day so why shouldn't you?). So, get ready for a day-by-day breakdown of Clur's contribution to the very issue you're reading right now...

## SATURDAY 8th MAY

Oooohh we're on our way to Wembley... Well the Wembley Exhibition Centre, anyway, to help at the *Amiga Format Live* show (and give CF a plug at every opportunity). We've just sent CF33 to the printers – in fact, Ollie, Trent and Dave were putting the finishing touches to it this morning before I left for London. I end up working a lot of weekends anyway so this isn't so

much different from usual. At least I got to go on the Virtual Reality machines when all the punters had gone home. But it's back to the grind on Monday. So far

The Amiga Format Live Show – I'm in there somewhere.

we've only got one game definitely in for review, *The Addams Family*, so I'm going to have to do some mad phoning around the software companies when I get back to work.

## MONDAY 10th

Why do there have to be Monday mornings? The world would be a much better place if Monday mornings were abolished for good and you could have a nice long lie in.

Ollie's over the moon because my monthly phone around revealed that *Grandslam* have finally got *Liverpool* ready. Ollie may be the arty farty one but he'll probably have a lot of input into the review being such a footie fan. Some more budget stuff is now also on the way and *Bee 52* should also be reviewable this month.

The major dilemma of the day is who's going to make the tea? The problem is usually solved with a 'spoo' (a strange West

country custom). Today Dave lost, which is great 'cos he makes a good cuppa.

## TUESDAY 11th

It's strange how Trent's always out of the office on Tuesdays. He assures us it has nothing to do with it being reader call day.

We've had a long chat about the Modern Classics pull-out and I've

been given the oh-so interesting task of collating lists of available games. Okay it's going to be extremely useful for you lot, and an essential part of the pull-out, but compiling it isn't going to be the most exciting piece of writing I've ever done.

But I immediately rang all the software companies to quiz them about the availability of their games. Unfortunately most of

them weren't in because they were still recovering from the aftermath of *Amiga Format Live*.

By about four o'clock my concentration waned and *The Addams Family* slipped into the datasette and loaded all by itself. Spooky huh? Seeing as it was there I thought I might as well play it – purely in the course of duty, of course.

## WEDNESDAY 12th

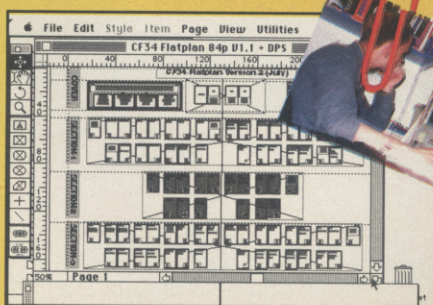
When we've decided what's going in the mag Trent draws up a flat plan, which is



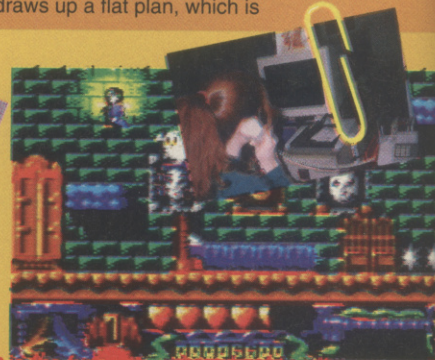
Talking to my adoring public on reader call day.



**FIVE INCREDIBLY DIFFICULT STEPS (EACH REQUIRING HUGE AMOUNTS OF SKILL AND EFFORT, WE'LL HAVE YOU KNOW) TO CREATING A PAGE OF CF...**



1 First, Trent draws up a flat plan, which shows what will be going on each page. *The Addams Family* pages are highlighted.



2 This is the fun part – where I get to play the games (if it's so much fun how come you curse so much when you're doing it – Ed?)



# DEAD



For some reason I always end up in daft poses during the photo shoots while Trent, er, doesn't.

basically a map of the issue so that we all know what's going where. The flat plan for CF34 is particularly huge and scary with 16 more pages than usual! So I panicked and started on my *Addams Family* review (about time too! – Dave).

We also did a photo shoot today for the contents page and I can assure you that being a model is no glamorous job. I spent all morning in a cold studio striking daft, uncomfortable poses in a very unflattering footie top and a pair of oversized trainers that made me look like Goofy.

## THURSDAY 13th

From ten 'til six today I was stuck in a small room with six lads and a middle-aged newspaper journalist. We spent most of the day slugging off each others' writing and discussing the validity of the headline, 'Freddie Starr Ate My Hamster'. Apparently this was supposed to teach me about writing good news stories. Check out Snippets and see if you think the course did any good.

## FRIDAY 14th

I've been playing *The Addams Family* on and off for a few days now so the next thing to do was grab some

screenshots. We use Apple Macintosh computers to put the magazine together so I have to convert the picture signal from the C64 into data that the Mac can understand – It's a bit of a long-winded system but it's much better than photographing the screen from the monitor which is what we used to do.

Meanwhile I'm still ringing around the softies. Still no news on *Lemmings*, although Psynosis confirm that we have an exclusive on a playable demo of the game.

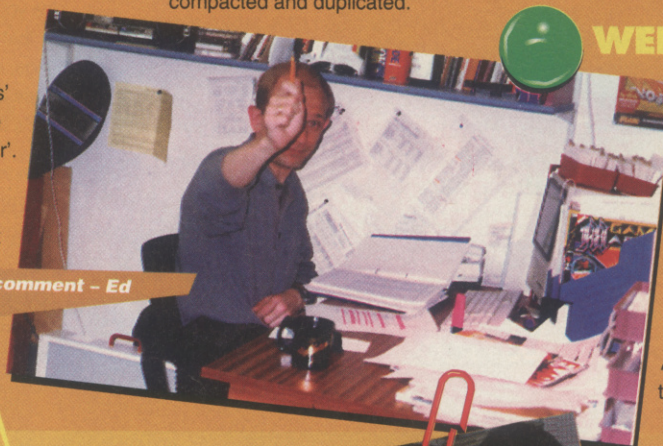
## MONDAY 17th

I grabbed *The Addams Family* yesterday so there's nothing left to do but finish writing the review. I use a standard word processor; all

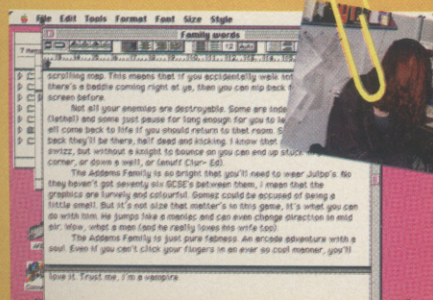
the fancy stuff is done by

Ollie and Lisa on their far more powerful Macs. Usually once I've written a review I leave it over night and check it again in the morning for mistakes when my mind is fresh. You never catch all your mistakes – it's better that someone else looks through it too (and guess who ends up with that gargantuan task? – Dave).

Trent and I had to decide what was going on the cover tape, which means playing yet more games. It might sound a doss, but it can get very tedious sitting through tons of humdrum games looking for a few that are up to the high standards that the CF Power Pack demands. When we've made our choice the programs are sent off to be compacted and duplicated.



No comment – Ed



3 Out with the dictionary and Thesaurus, the hard work begins now – writing the review on my word processor.



4 Dave... (turns the review into coherent English – Dave) I'll ignore that... Then he sticks all the words into a DTP package.

## TUESDAY 18th

I gave *The Addams Family* one final check then Dave took it across to his Mac and 'subbed' the copy. In other words he read through what I'd written, corrected any spelling or grammatical mistakes and put everything, including the pictures, into a file into *QuarkXPress*, the Desk Top Publishing (DTP) program we use.

Meanwhile, I spent most of the day dealing with reader calls. Most of them have queries about games and want to speak to Andy, but he doesn't work in the office, so they have to make do with me. Anyway, it's probably much more of a thrill for the callers (are you sure? – Ed).

Issue 33 came back from the printers so we had our monthly meeting with Jane, our publisher, to discuss what was good and what was bad (ie, we tell her what was good, she points out was

**We love our monthly chats about the issue with our publisher... You can tell by those really genuine smiles.**



bad, and both sides disagree). She usually sends out for Bagels but all we had this time was a cup of tea each. Dave sulked for the rest of the day.

## WEDNESDAY 19th

I went to visit David Birch at Grandslam in Croydon (you get to go to all the most glamorous locations in this job) to pick up a copy of *Liverpool*. When I got back I gave the review to Dave to do, 'cos he beat me three-nil at it. Let's hope it goes better for the Owls tomorrow.

## THURSDAY 20th

Aaargh! *Bee 52* won't be in for review this issue! Richard Eddy from



5 Finally Ollie and Lisa design all the fancy layouts (we let Ollie do *The Addams Family* 'cos well into tacky horror).





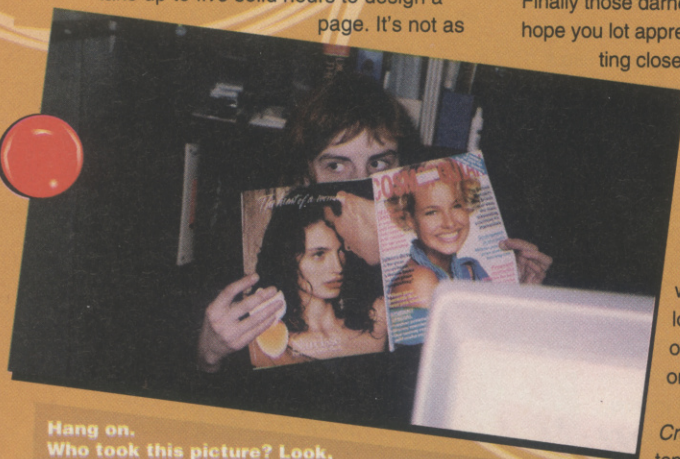
CodeMasters gave us a ring to say they were holding up release of the game until the NES version is ready. Don't you hate consoles?

It was Dave's birthday today so we all clubbed together and bought him a prezzie. You know he doesn't deserve pals like us. (*You can say that again! What have I done to deserve pals like you? – Dave.*) Predictably, we're all going out for a meal tonight to celebrate.

Trent was glued to telly all day for news of the FA Cup final so I played *Rodland* 'till it came out of my ears.

## FRIDAY 21st

Ollie started laying out *The Addams Family* review today. All the art's done on Apple Macs and Ollie's got a particularly smart one. It can take up to five solid hours to design a page. It's not as



Hang on. Who took this picture? Look, there's a copy of *Guns and Ammo* hidden behind there, honest... Darn, I've been sussed!

easy as it first looks I can tell you that for nothing (*but you're not; you're getting paid for writing this – Ed*). Me and Ollie always try to have a chat about the design before he starts, it makes things a lot easier if you've got specific ideas about how the page should look.

Time to start work on Previews and Snippets today. Writing the pages is easy. Getting the stuff in to fill them with isn't. That's where all that phoning around pays off; you need to be constantly in touch with the softies to make sure you don't miss out on anything important.

## MONDAY 24th

Reviewing and grabbing *Rodland* was priority number one today. Ollie finished the design on *The Addams Family* over the weekend so Dave has one last check over it for mistakes and quirkiness that may have appeared. Sometimes (*usually! – Dave*) there are the wrong number of words to fit in the space that Ollie's left between the piccies. So Dave either has to write some more or cut some words out. I still have to do all the captioning, though.

## TUESDAY 25th

Trent didn't come in today. He said he had to get his car MOTed. Which is rather odd, seeing as he hasn't got a car. Ollie and Dave hogged the 64 all day while I continued typing in the lists of games for the pull-out. I knew I should

have taken typing at school instead of A level Pure Maths.

## WED 26th

Trent gave *The Addams Family* one last check before it was sent to our in-house lino machine – that's where the page is put on to the film that will ultimately be sent to the printers.

I still haven't finished typing in those lists; this is taking me much longer than I thought it would. I should have started on the *Skull and Crossbones* review by now but it's going to have to wait.

## THURSDAY 27th

Finally those darned lists have been finished. I hope you lot appreciate them. Anyway, as it's getting close to deadline so, I stayed late (*ahh, diddums – Ed*) to get a start on the *Skull and Crossbones* page that should have been finished two days ago.

## FRIDAY 28th

It looks like I'll probably have to work this weekend. We've got a lot of extra work to do, because of the extra pages, and everyone does their bit to help.

I tried to grab pics of *Skull and Crossbones* but the grabbing system is playing up again. For some reason it's filtering out all the red in the pictures. We got Avi, Future's main

technical bod, to have a look at it, but he couldn't find anything wrong and accused us of breaking it and being a bunch of incompetents (tact is not one of Avi's strong points). So I hit it (which didn't help but made me feel an awful lot better).

## MONDAY 31st

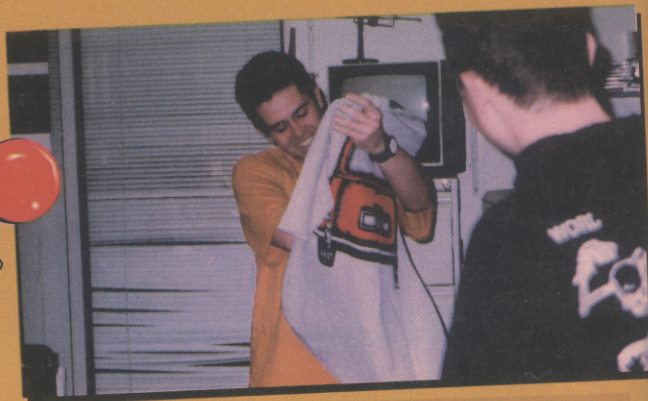
Avi's fixed the grabber so I successfully grabbed *Skull and Crossbones*, red and all, and handed the review over to Dave.

*The Argon Conspiracy* has turned up, so I've got to make a start on that, not to mention the fact that Trent has off-

## WHO'S FOR A SPOOF?



Spoofing is what the CF crew resorts to when we need to decide who's going to have to undertake some odious task (like making the tea). It's an elimination game that involves guessing how many coins everybody's holding in their sweaty palms and it can take an age.



Yes it's true – Radion Ultra really does get out messy food stains. What a birthday surprise!

loaded the

PD page on to me this month. Ah well that's your lot when you're a lowly staff writer (*the bottom rung of the evolutionary ladder, really – Ed*).

## TUESDAY 1st JUNE

The tape duplicators sent five, randomly selected copies of the Power Pack back to us today. When they arrive everything else I'm doing comes to a full stop because I have to load and check every one. If I can't load even one game on one tape the batch is rejected.

Thankfully all the tapes worked first time this month, so it's back to *The Argon Conspiracy* and captioning the stuff that Ollie and Lisa have finished laying out.

## WEDNESDAY 2nd

I grabbed the tape games yesterday so my job for the day was to write the instructions. Some of the old classics we get have long since been divorced from their instructions, so it takes quite a while to figure out the controls sometimes.

Once I'd done that I became general dog's body for the evening: "Take this to so and so... Just type that in... Get a price check on this... Use your feminine touch to... Ooof!... Okay, forget that..." Dave and Trent proof pages like mad things, while Ollie and Lisa churn out stunning pages faster than a Canon colour photocopier (that's copying a page of CF, of course).

## THURSDAY 3rd

The Day before deadline. I've done everything I can do and there are still ten pages to design and proof before six o'clock tomorrow. Trent, Dave, Ollie and Lisa all slave away. But I'm already working on the next issue, ringing around the softies and starting work on the next round of reviews.

## FRIDAY 4th

This is it, DEADLINE day! It's best to steer clear of the office on deadline, one wrong move and you'll have your head bitten off. Unfortunately, I can't find any excuse to steer clear, so I have to brave the elements and, predictably, end up making all the tea (any mention of the word spoof would be life-threatening).

Finally, about half six, all the pages have been sent to the lino. Ollie'll pick them all up and send all the film to the printers. But for now we're all off to the pub (for an intensive discussion about the next issue, of course).





# DO THE SPRITE THING

## PART 2

30 days ago **Do The Sprite Thing Part 1** revealed the shocking truth about how sprites are created. Now in the sequel, **Do The Sprite Thing 2 (The Coder's Revenge) Bones** tells us exactly where to put your sprites – and how to move them there in the first place!

screen (well, in machine code, at least; in *Basic* they have an annoying tendency to crawl snail-like around the screen – Ed). The VIC-II chip uses three registers to store each sprite's position, and they are:

- 1 Sprite X-Screen Coordinate – Delta X (DX) Register
- 2 Sprite Y-Screen Coordinate – Delta Y (DY) Register
- 3 Most Significant Bit (MSB) Register

A byte can contain any value from 0 to 255. As each of these 'D' registers is a byte, this means that the DX Register allows a sprite to be placed in any one of 256 horizontal screen positions, while the DY Register allows a sprite to be placed in any

one of 256 vertical screen positions. This sounds fine until you consider the C64's screen. The screen's resolution is 320 by 200 pixels. Positioning a sprite vertically is not a problem as there are more than enough positions in a register, but the horizontal DX register is some 65 positions, or pixels, short!

This is where the MSB Register comes into play; I bet you were wondering where it entered the frame – or should I say screen? (No you shouldn't – Ed.) The eight bits of this register

act as on/off switches, one for each of the eight sprites. When a sprite travelling horizontally across the screen reaches a position where its DX Register value equals 255, then for it to continue moving in the same direction some method of storing a larger number is needed. This is achieved by resetting the value in the DX register to zero and turning ON the bit representing that sprite in the MSB Register.

Turning this bit ON tells the VIC-II chip that this sprite is at position 255

plus whatever the current value of the DX register is. Effectively this allows the DX Register, in conjunction with its bit in the MSB register, to double-up its screen positions from 256 to 512, more than enough for the C64's screen.

The area of the screen which the MSB affects is the far right of the display. This is because like books, maps and virtually everything else in western culture the screen works from left to right. For a clearer picture, see fig 1.

This 512 x 256 'map' does mean that some of the locations are hidden behind the screen's borders, but they can prove useful when you want to make sprites appear to emerge or disappear smoothly on or off of the screen.

Each sprite has its own pair of DX and DY registers, and uses the appropriate bit in the MSB register (bit 0 for sprite 0, bit 1 for sprite 1,

Creating a sprite is one thing (which, by some strange spooky co-incidence, we told you all about last month) but sticking it on your screen and getting it to move it about is another thing altogether (which by an even spookier co-incidence is what we're going to tell you about this month). But fret not, because we're just about to let you in on the secret of getting your sprites to do their thang. Secrets like the fact that SN stands for Sprite Number in all our abbreviations (don't worry, they do get a lot better).

## SPRITE POSITIONING

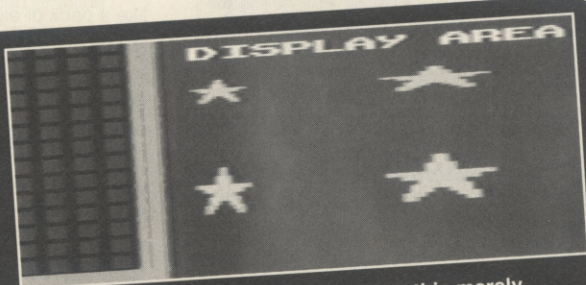
The VIC-II chip – which is a processor at the heart of the C64 that does a lot of hard number-crunching work – is used to control where on screen a sprite will be displayed. If this information is updated rapidly enough, then sprites can be sent whizzing around the

## EXPANDED SPRITES

At the drop of a straw boater, your VIC-II chip can expand a sprite vertically, horizontally or in both directions at the same time. It simply makes each dot in the display twice as wide or twice as tall as normal. Of course this merely increases the size and not the resolution of the sprite.

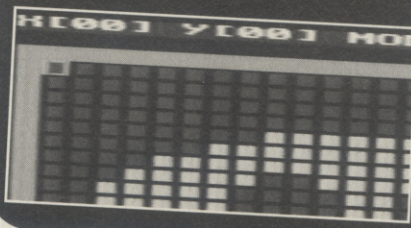
This is achieved by using a specific memory register as a bank of eight switches. For horizontal expansion use register 53277 (\$D01D) and for vertical expansion use register 53271 (\$D017). Try this for size:

```
POKE 53277,PEEK(53277)OR(2#SN):REM EXPAND THE X DIRECTION
POKE 53277,PEEK(53277)AND(255-2#SN):REM UNEXPAND THE X DIRECTION
POKE 53271,PEEK(53271)OR(2#SN):REM EXPAND THE Y DIRECTION
POKE 53271,PEEK(53271)AND(255-2#SN):REM UNEXPAND THE Y DIRECTION
```



## THE RIGHT SPOT

The position of a sprite on the screen is always calculated from its TOP LEFT corner, no matter what data, or image, it contains. So even if there's only one bit in the bottom right corner switched ON, the sprite's position still has to be calculated from the TOP LEFT.





etc) for its horizontal extremes. Table 1 lists, among others, the locations of all the sprite positioning registers. It's these registers which are used (via either Basic POKE statements or machine code Load/Store instructions) to move sprites around the screen.

## VERTICAL (Y) POSITIONING

Although it may seem a little cock-eyed, it's best to tackle Y positioning first as it isn't complicated by our old friend MSB. NB: Sprite 0 is used in all the following examples. Its Y coordinate is stored at location 53249 (D\$001).

If you POKE 53249, 0 then you won't see your sprite on the screen because it's hidden by the top border. It will remain hidden until you POKE a value greater than 29 (this is how many pixels wide the border is) to that location. POKE 53249 with a value of 30 and the bottom row of pixels of the 21 rows which make up the sprite will be visible. POKE a value of 50 and the entire sprite is visible.

If you now POKE a value greater than 249 the sprite will disappear behind the bottom bor-

der. As values from 0 to 255 can be POKE'd into the register this means you can smoothly scroll a sprite out from and in to the top and bottom borders.

Things are a bit different when you use vertically expanded sprites because they are twice as high. So only POKEs which are less than nine will result in the sprite being hidden entirely behind the top border; POKEing between 50 and 208 will display the entire sprite on-screen. In fact, 208 gives the appearance that the expanded sprite is resting on the bottom border. Greater than 208 and the sprite will start to disappear behind the bottom border.

## HORIZONTAL POSITIONING

Positioning sprites horizontally is more difficult because there are more than 256 locations and so the MSB (you have been paying attention, haven't you?) comes into play.

To obtain a number greater than 255 a further byte, the MSB, is needed. However, only a few extra positions are needed so it isn't necessary to gobble up a whole second

byte, just one bit per sprite will suffice. When this bit is OFF (0) then the usual 0-255 value stands. When the bit is set ON (1) then 256 is added to the value held in the Sprite's Y register. This means that you can access from 0 to 511 locations. For example, if a sprite's Y register contains the value 60 and the MSB has the relevant bit set ON then the true value, or screen location, is  $256 + 60 = 316$ .

The locations horizontally visible on screen run from 24 to 343. Any other value means the sprite is either fully or partially hidden behind the border. Each sprite uses a bit from the MSB register. Sprite 0

It may help to load up CF's own sprite creator **FROST**. This package was given away on **Power Pack 32** and is useful to have running as you read this feature.

uses bit 0, Sprite 1 uses bit 1, and so on for all eight sprites and bits.

To set (1) or reset (0) a bit in the MSB Register:

POKE 53264, PEEK(53264) OR (2↑SN)

to turn the bit on, or

POKE 53264, PEEK(53264)

AND (255-2↑SN)

to turn the bit off.

When moving sprites around the screen the program must

keep a constant check on the sprite's DX Register and be ready to either set or reset the X's Most Significant Bit.

NB. If you add 1 to a byte that currently holds a value of 255 then it will wrap back around to 0. Likewise subtract 1 from a byte holding the value 0 and the result will be a value of 255.

## ON THE MOVE

So, now you know how to get a sprite to show itself on screen but how do you get it to move? Simple really. You just write a short piece of code in which the values of the DX bytes are constantly being altered. To get a smooth left-to-right movement, for example, you would keep adding, say, two to the DX value. Constantly subtracting two would make it move from right to left. Up and down movement (surprise, surprise) is the result of altering the DY value. And, just like with an Etch-A-Sketch™, fiddle with both values at the same time and you get diagonal movement.

## DISPLAY PRIORITIES

Sprites can appear to cross each other's paths, to move behind each other, or behind other on-screen 'objects' (such as bit-mapped screens or characters) which can add a feeling of 3D to your games.

The priority between sprites is fixed. If you display all the sprites so they overlap slightly – like a pack of eight playing cards – then sprite 0 will be in front of all the others, sprite 1 will be immediately behind sprite 0 but in front of the rest and so on with sprite 7 buried right at the back somewhere.

Sprite to background priority is not fixed. So you can control whether a sprite appears in front of or behind background data. Different sprites can also be given different priorities with some sprites appearing behind, and others in front of background objects. This can be used to create the illusion of sprites going in front of and behind the game's scenery.

Control is achieved by setting or resetting the appropriate bit in the Sprite to Background Display Register at location 53275 (D01B). A value of 1 means that the Sprite has priority over background, while 0 means the background has priority. The process for turning the

## POWER PACK PROGS

There have been several programs on our cover tapes over the last couple of months which demonstrate sprites in action, so to speak:

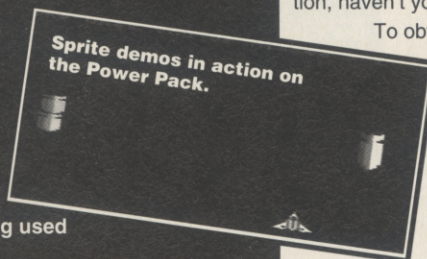
**1 SPRITE DEMO.BAS (Power Pack 33)** – This is a demonstration program in Basic showing the full use of all eight sprites in a game-like situation. It is not intended to be a game; it's simply to show what can be done using all eight sprites.

**2 SPRITE DEMO.TXT (Power Pack 33)** – This program is a tutorial which examines, almost line by line, the major coding used in SPRITE DEMO.BAS.

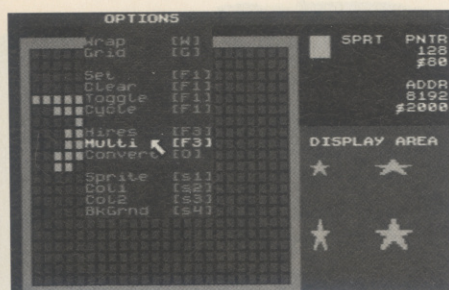
**3 BIT DEMO.BAS (Power Pack 34)** – This program shows a somewhat different approach to the use of sprites in that it uses all eight sprites to graphically represent the binary bits of the ASCII keys selected by the user from the keyboard.

**4 SPRITE DEMO.MC (Power Pack 34)** – This is virtually the same program as SPRITE DEMO.BAS except it has been converted into machine code. It gives a good comparison of the efficiency of the two languages and is around 2.5Kb shorter than its Basic equivalent.

**5 SPRITE DEMO.SRC (Power Pack 34)** – For machine code programmers this is the Assembler source code for SPRITE DEMO.MC. It was written using the 6510 + Assembler, but can be read, though not run, as a Basic file. This was written to emulate the Basic program as closely as possible.







**FROST** is packed with handy features. Each screen shows the address and pointer values.

Priority Register ON or OFF is the same as that outlined in turning sprites (or bits) on or off.

## COLLISION DETECTS

The VIC-II chip has a built-in facility to detect when a sprite overlaps other sprites or background data. 'Collision detection' proves useful for tasks like determining if the game's laser bolt sprites have hit or missed the player's space ship sprite.

A collision between two or more sprites is detected by reading the sprite-to-sprite Collision Register at 53278 (\$D01E). The bits in this register once again are used as a bank of eight switches (one for each sprite). So if, say, sprites 0 and 6 are touching each other then bits 0 and 6 will be set to 1. In other words the value held in the register will be 65. Why? Er, well check this little lot out:

|     |     |    |    |    |    |    |    |             |
|-----|-----|----|----|----|----|----|----|-------------|
| 7   | 6   | 5  | 4  | 3  | 2  | 1  | 0= | bit number  |
| 0   | 1   | 0  | 0  | 0  | 0  | 0  | 1= | on off/bits |
| 128 | 64  | 32 | 16 | 8  | 4  | 2  | 1= | bit values  |
| 0+  | 64+ | 0+ | 0+ | 0+ | 0+ | 0+ | 1= | 65          |

What this all means is if the value of the byte is determined to be either 1, 2, 4, 8, 16, 32, 64 or 128 then no collision will have happened. If it's any other value (as shown in the example above) then a collision is deemed to have occurred.

If you write a collision detection routine it's best to read the register with something like `SN = PEEK(53278)` and then to work with this SN, as once the register is read it automatically resets itself to zero. It's also good practice before exiting from this routine to read the register once more with `PEEK(53278)` just to ensure that the register has been cleared.

## THAT'S YER LOT

So now you know all about sprites. Don't you feel a better, more rounded person, happier with both the world and your life? If there are any specific points that you're confused about... well, that's what Jason and his Techie Tips are here for.

If you've enjoyed, found useful or wrapped your chips in Do The Sprite Thing, then make sure and let us know. And when you do make sure and note down the areas you'd like to see explored along with your level of technical expertise.

**BONES**



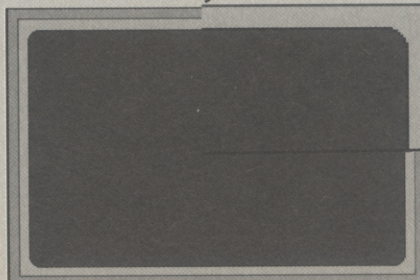
# Sprite Table Manners

Throughout this feature we've been giving you important memory locations. If you've been conscientious you will have noted them all down. If you haven't, then have a good laugh at all those boring conscientious squares, 'cos here's a summary table of the whole darned lot of them:

| HEX NO | DEC NO | DESCRIPTION                                            |
|--------|--------|--------------------------------------------------------|
| D000   | 53248  | Sprite 0 X position.                                   |
| D001   | 53249  | Sprites 0 Y position                                   |
| D002   | 53250  | Sprite 1 X position.                                   |
| D003   | 53251  | Sprites 1 Y position                                   |
| D004   | 53252  | Sprite 2 X position.                                   |
| D005   | 53253  | Sprites 2 Y position                                   |
| D006   | 53254  | Sprite 3 X position.                                   |
| D007   | 53255  | Sprites 3 Y position                                   |
| D008   | 53256  | Sprite 4 X position.                                   |
| D009   | 53257  | Sprites 4 Y position                                   |
| D00A   | 53258  | Sprite 5 X position.                                   |
| D00B   | 53259  | Sprite 5 Y position.                                   |
| D00C   | 53260  | Sprite 6 X position.                                   |
| D00D   | 53261  | Sprite 6 Y position.                                   |
| D00E   | 53262  | Sprite 7 X position.                                   |
| D00F   | 53263  | Sprite 7 Y position.                                   |
| D010   | 53264  | Sprites 0-7 X position (MSB of X Co-ordinate)          |
| D0115  | 53269  | Sprite display enable 1= enabled, 0 = off              |
| D017   | 53271  | Sprites 0-7 expand 2 x vertical (Y register)           |
| D01B   | 53275  | Sprite to background display priority 1=sprite, 0=back |
| D01C   | 53276  | Sprite 0-7 multicolour mode select 1=MCM, 0=Hires      |
| D01D   | 53277  | Sprite 0-7 expand 2 x horizontally (X register)        |
| D01E   | 53278  | Sprite to Sprite collision detection                   |
| D01F   | 53279  | Sprite to Background collision detection               |
| D025   | 53285  | Sprite Multicolour register 0                          |
| D026   | 53286  | Sprite Multicolour register 1                          |
| D027   | 53287  | Sprite Colour register 0                               |
| D028   | 53288  | Sprite Colour register 1                               |
| D029   | 53289  | Sprite Colour register 2                               |
| D02A   | 53290  | Sprite Colour register 3                               |
| D02B   | 53291  | Sprite Colour register 4                               |
| D02C   | 53292  | Sprite Colour register 5                               |
| D02D   | 53293  | Sprite Colour register 6                               |
| D02E   | 53294  | Sprite Colour register 7                               |

## MOST STRENUOUS BIT!

If you wanted to move sprite four across the screen from left to right, location by location, then when you reach location 256 the value in the DX must be reset to zero and bit four of the MSB must be set to one. The result is the value 257. Continuing to add one to the location value would then continue to move the sprite across the screen.



If you imagine this is the 256th column of pixels from the left, any sprite to the right of this will need its MSB set to one, indicating its position is 256 plus the current X value.



# THE MIGHTY BRAIN

Can it be true? Is there some-

thing that The Mighty Brain doesn't know? Well no actually, it's just a blatant lie to grab your attention. You never know, though, your question could be the one that catches Old Big Head out! So send a letter to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW and try!

## SCHWARZENEARLY?

Dear TMB,

Yes, it's me again (so it is - TMB). You cannot be a Mighty Brain! If you don't know what I mean (you're referring to a spelling mistake, I'd imagine - TMB) then my proof is that you made a spelling mistake (told you! - TMB).

On Mawgan Pengelly's

letter you spelt his name wrong! Anyway, on with the questions and other bits:

- 1 The pieces in Trivial Pursuit are called segments - I think!
- 2 CF32, brilliant!
- 3 I saw ARNIE 2 a month before it was due to come out - how come?
- 4 Ask the Ed for a rise (a hefty one too!).
- 5 Tell Webby to stop being so nasty to the rest of the CF crew and to

let them finish what they are sayi... (that's enough of that - Ed)

6 Does any of the team own a Scalextric track? If so, do they know about the National Scalextric Collectors' Club? It is really good. Edmund Clarke, Banham.

1 Cheers. In the manual for the board game they're called wedges, but over the last few years - as you can imagine I'm a popular choice for Future's Full Contact Triv' Team - I've heard them called all manner of things. Personally, I see them as pieces of pie.

2 We aim to please. Ta me old plate.

3 Scheduling a release date for games is a tough business. For starters, programming is hard to plan. A hitch-free coding session can put you days ahead of schedule, but one small problem can add weeks to the project. When ARNIE 2 was finished - even though it was earlier than expected - Zeppelin would have had all the packaging prepared, ready to rush it through duplication and to the shops. Obviously publishers want to get a game out and earning its keep as soon as possible.

4 Can I have a rise ple... (No! - Ed)

5 And will you stop cut... (NO! - Ed)

6 None of the current team have a Scalextric set. James Leach (a former CF bloke) used to have a pretty nifty WEC Jaguar though. The little brake lights worked and everything! TMB

## AND SO WE ENTER THE RAPID FIRE ROUND

• After years of playing Pyjamarama I have finally managed to complete it. The message at the end says to look for a game called Life Of Wally. I was wondering if anyone at the CF office has heard of it?  
Jason Robinson, Chorley.

The game you want eventually ended up being called Everyone's a Wally but is so old now that it's de-listed.

TMB

• How much does Dave Golder weigh?  
Chris Wilson, Blyth.

Recent theories suggest that Dave may actually have a bloke hole for a digestive system. Only a matter-devouring wormhole in space would explain why he's only chubby and not fat, why exerts a strange gravitational effect and why his weight fluctuates from 3lbs 4oz to 123 metric tons!

TMB

• I would like to know if the game Space Invaders was ever released for the C64?  
AR Bird, Birmingham.

Yes there's a version of the arcade original on Classic Arcadia (published by Alternative Software ☎ 0977 797777) or there's The Hit Squad's updated version of the game, Super Space Invaders (☎ 061 832 6633).

TMB

• In CF30 you said that all the Batman games were published by Ocean. At Christmas, though, I received a game called Batman that was published by The Hit Squad. What went wrong?  
Lucy Ockenden, Cambridgeshire.

The Hit Squad is actually Ocean's own budget label. Batman first appeared as a full pricer published by Ocean a few years back. It's a great game, though!

TMB

## SPRITE FIGHTER 2?

Dear TMB,

1 I don't believe in either you or Roger Frames because all anyone ever sees of both of you are drawings, never photos!

2 If I'm correct, the C64 can handle eight sprites on screen at any one time. In this case, if a Championship Edition of Street Fighter 2 was to be coded then three sprites could be used for each person and one sprite for their projectile - Ryu plus his fireball, for example. And four sprites could be used for the bigger characters (such as



Zangief and E Honda) with no projectile. This is in reply to the letter from Craig Walker and Gavin Davis in CF32.  
**Kevin Hollowed, Eire.**

**1** Taking your point of view to a logical extreme nothing was real until photography was invented! But seriously, we use drawings for the simple reason that while I am considered something of a 'hunk' among my species, to humans I could hardly be considered photogenic.

**2** It's a neat idea and it would work, but at the moment there seems to be a plethora of new *Street Fighter* variations – *Final Victory* has just been released and a *Turbo Version* is in the pipeline – so the *Championship Edition* is no longer 'top of the range'. We'll have to wait and see if anyone takes up the licence when the dust has settled.

TMB

## BANANAS

Dear Commodore Format,

**WARNING!** This letter is about FOOD – so don't show it to Mr David Golder Esq! I've got an improved recipe for Clur's Banana Milkshake. It's wicked! You need:

- 3** Teaspoons drinking chocolate powder
- 1/2** teaspoon hazelnut chocolate spread
- 1** Scoop vanilla ice cream
- 1** pint semi-skimmed milk (a dash of cream is optional)

Put everything in the liquidiser and blend for 20–25 seconds. Pour into glasses and drink.  
**Michael Stallard, Oswestry.**

Think you fir yor resippy.

Deve, Yo can luk again know! I hop their werent two meny spellin mistaks in this bit ewe aloud too cheque over.

MBT

## WHICH DOCTOR?

Dear Sir,  
In *Dalek Attack*, on its box it says that I can select from three choices of Doctor: Sylvester, Tom and Patrick and two choices of assistants: Ace and a UNIT soldier. I am having difficulty selecting these characters.  
**Fraser Davidson, Glasgow.**

In the C64 version you're stuck with Sly and Ace. Not a bad choice in my opinion...

TMB

Patrick's having a sulk because he's found out he's not in the 64 version of *Dalek Attack*.

## POLL THE OTHER ONE!

Last month I held an impromptu telepathic poll in a bid to find which flavour of *Star Trek* CF readers preferred. I asked you to look at and concentrate on one of two Trekkie pictures and then to 'think' your vote.

Well, I sat, I concentrated and I collated the results, but the turnout was hardly stunning. Hence the result I have calculated is a wild one-sided affair. The 'winner' was *Star Trek – The Next Generation* which enjoyed by 37 per cent majority. This result cannot be taken at face value, as it seems Dave wandered the streets of Bath forcing people to 'think' false votes – he would have got away with it too, except that he went a bit too far. So, 'Kip' the poodle watches *Next Generation*, eh? Dave, don't take the mick!

## GERM-FREE

Dear Brain,

Do you have any virus cures that are user-friendly? The tape supplied with issue 31 of your mag contained a virus. It replaced *Odus* on the tape (the intended program did not load). The result is that all the characters have been swapped around on the keyboard, ie pressing J produces JOJOJO etc. Games will partly load but they stop. Your tape was the only one I was using at the time.

This is the first time I have had virus trouble so it could not have come from my other games. So what I want from you is a solution. How do I beat a virus?  
**Ben Lenihan, Co Cork.**

First let me allay some of your fears. Viruses, while feasible on an 8-bit system, are all but unknown. Viruses, you see, are small independent programs that subvert computer systems. These programs hide themselves high in RAM and carry out their work – which can be anything from simple self-replication to damaging data.

As viruses are programs they can only exist when they are either in RAM or have been saved on to tape or disk. For a program to remain in RAM the computer has to remain switched on. Once the power is turned off, everything in RAM will be lost instantly and the virus erased. So if you think your machine has been attacked – which is highly unlikely – just pull the plug.

If – by some fluke – you did have some virused data/programs, then loading them again will 're-infect' your system. So if you're feeling really paranoid, then leaving your C64 turned off for about 30 seconds between using any two programs will make sure that infection doesn't spread!

Even if your system had become infected with a virus which was still active, it would not be able to permanently damage your machine. Your C64's system is stored on ROMs and there is no feasible way that a program could alter the information on them. It sounds more likely

that your C64 has developed a few problems. After leaving your computer turned off for at least 30 seconds, try loading one of your tapes that you KNOW loads. If the problems persist, you need to get your machine looked at by an engineer.

TMB

## THREE R's

Dear TMB esq,

**1** Why is Clur so childish? I am referring to her giving *Spelling Fair* (CF30) a Corker.

It's dispickable!

**2** Will we have more programs like *FROST*?

**3** What has happened to Agent Kittyhawk?

**4** Why are you so fab?

**Jaime Rodriguez, Dyfed.**

**1** Fact: Clur is childish. Fact: *Spelling Fair* deserves a Corker. Fact: Desplicable doesn't have a K in it! Fact: You need *Spelling Fair*.

**2** Probably. We were waiting to see what the response to *FROST* was, and so far it's been very positive.

**3** She was working on a 'freelance'

project near Highgrove House when a few of her tapes were discovered – you may have read about it in the national papers.

She is now avoiding Her Majesty's Finest and was last seen heading for Jakarta. We'll keep you informed of any developments

**4** Must be natural talent, I suppose.

TMB

## WANT A FIGHT?

To TMB,

**1** What is your favourite issue of CF?

**2** Have there been any other WWF games on the C64 other than *Wrestlemania* and *European Rampage*?

**3** Where do you come from?

**4** How come *WWF European Rampage* has no tag team mode?

**5** Is the C64 worth swapping for a SNES?

**6** Do you have a first and last name?  
**Jason Fabbri, Victoria, Australia.**

**1** Well I was a real big fan of CF1, I'm quite fond of CF17 but my fave to date has to be CF33. Although CF34 is growing on me.

**2** There have been no other official WWF games. There have been loads of wrestling games but without the WWF glitz they really haven't made the grade.

**3** Er, perhaps that's something you should really ask your mum.

**4** The manual for the game is a multi-format



Kittyhawk: Spy for hire – if you find her, that is.





job, and so it did mention a tag-team competition. On the C64 this option wasn't offered. We did mention this fact in the review.

5 Not unless you're prepared to spend £40 on each game!

6 The and Brain.

TMB

## THE MEANING OF LIFF

Dear Mutated Orange,

I desperately need to get hold of *Great Giana Sisters*. If anyone out there has it, I'll pay (almost? – TMB) any sum for it!

Now, some questions:

1 What about doing a book review for the trusty old C64 in your mag.

2 Are PD games only on disk? I read your article last month and was pleased to see

that I could get some cheap good games.

3 Someone out there is into *Hitchhiker's Guide To The Galaxy* for I see proof all over your magazines like: Dingo's Kidneys, 42, Don't Panic and Lintilla.

A Person, Somewhere.

It's such a shame that if anyone does have GGS, they won't know where to send it!

1 What sort of books would you want to see covered – novels, techie manuals, cheat guides, the *Hitchhikers* scripts?

2 It all depends on the library. Some already offer tape as well as disk software and most of the others are gearing up to offer a tape option. Keep an eye on our PD Format page for full details of which PD Library does what.

3 Us, into *Hitchhiker's*? Outrageous! That's like saying Dave is into *Doctor Who*, or Ollie into black and white 'B' movie horror flicks! TMB

## SOLD GONE

Dear Mighty Brain,

Eighteen months ago I had a short period of madness. I sold my trusty C64 and bought a duff rival games machine! Realising the error of my ways due to the price of that machine's games, I soon wanted my excellent C64 back. But my mum said I would just have to live with my terrible mistake. Now I have re-purchased a C64 and have some questions for your most excellent mag.

1 How many base colours does the C64 have?

2 On *Magic Land Dizzy* how do I light the fire under the witches cauldron?

3 The C64 I purchased is an old model. So can I still play carts and use the Action Replay cart on it?

4 What is the difference between the C64GS and the C64? Also what is the difference between the C128 and the C128D?

5 Last but not least, do you shop at Tesco? Please, please, please, please, print this letter, my life depends on it!

Alex Jacobs, Aylsebury.

1 Well there's that yukky dark brown. Colours don't come much more base than that!

2 Wait and see. We'll be doing something for 'yolk' like you in *CF36*. So be patient and all will be revealed.

3 Why yes. If look at the back you'll find a slot marked Expansion Port. Your carts – of all flavours – should slot happily in here.

4 The C64GS was the console version of the C64. It could only load software from cartridge and had no keyboard (and, to be frank, was not a commercial success). The C128D was simply a C128 with a built-in disk drive.

5 No. I shop at Sainsbury's. It's conveniently on my way home.

One life-saving deed successfully completed. TMB

## CODE YOU HELP?

Dear TMB,

It's Jon Wells here, author of *The Sceptre Of Baghdad*. Firstly, if you're wondering where the game is, the release was delayed by publishing problems. It will be now be available though a new service offered by Binary Zone (See Snippets on p.13).

I would, though, like to enlist your help in recruiting some programmers for some new games projects. Basically, I'm looking for competent coders who can write machine code routines for use in game development. These titles will be published through the PD company Binary Zone, so any royalty payments will be generously shared in percentage terms. Anyway, if you could ask any of your readers who are good coders to get in touch that would be smart.

Jon Wells, Wales.

Sure, sir. If you'd be interested in getting some game writing experience and are practised in machine code, why not drop Mr Wells a line, c/o *Commodore Format*. Mark the envelope 'I'm brill me!' and send it to the usual address. We'll pass all the replies on to Jon.

TMB

## SEUCK IT AND SEE

Dear TMB (Truly Magnificent Brain),

1 How much is *SEUCK*?

2 Is *SEUCK* worth the amount you pay?

3 In *CF31* why did the charts only have 40 games instead of 80?

4 I agree with Robbie McGrane from Dublin. *Street Fighter 2* deserved 93 per cent.

Ben Jones, Birkenhead.

PS I think Roger Frames is excellent. He's the best, the greatest, the star of your mag! PPS I am a compulsive liar (see above).

1 *Shoot-'Em-Up Construction Kit* costs £3.99 from GBH (☎ 0742 753423).

2 Since you get a number of sample games with the Kit itself, yes, it's brilliant value.

3 We decided to focus more on the best-sellers. We will continue to give you details of the top 100 in our info boxes on each chart page.

4 Once again the *SF2* battle starts to rage. Any more opinions anyone?

TMB

PS But... I'm shocked, nay appalled!

PPS Why would you want to being a small, hand-held string instrument?

## DAMP ORANGES

Dear TMB,

Roger Frames, what a twerp eh? Do you think that you could lend him one or two of your brain cells? He certainly needs them.

I love the colour grey. I mean you wouldn't want a yellow and green Rolls Royce, would you? Anyway on with the questions.

1 Could you give me the address and phone num-

# READERS CHARTS

Now, for one month only, it's the fabulously amazing reader's chart, as compiled by Gareth J Ensor!

1 *Emlyn Hughes International Soccer*

Touchdown

2 *Silkworm*

Mastertronic Plus

3 *Bubble Bobble*

Hit Squad

4 *Jack Nicklaus Golf*

Accolade

5 *American 3D Pool*

Zeppelin

6 *Leaderboard*

Kixx

7 *Powerdrift*

Hit Squad

8 *Continental Circus*

Tronix

9 *Slicks*

CodeMasters

10 *Super Sprint*

Alternative

...And on the soundtrack front Colin Hales rates this lot as the best ever:

1 *Outrun Europa Level 2*

Kixx

2 *WWF Wrestlemania* title screen

Hit Squad

3 *Paperboy* in-game

Elite

4 *Arkanoid 2* title screen

Hit Squad

5 *Fantasy World Dizzy*

CodeMasters

6 *Renegade* in-game

Hit Squad

7 *Short Circuit* title screen

Hit Squad

8 *RoboCod* demo in-game

Power Pack

9 *Turtles Arcade* in-game

Image Works

10 *Turtles Arcade* title

Image Works

While Simon Hillam thinks that the best CF Power Pack games work out something like this...

1 *Zamzara*

CF9

2 *Fifth Gear*

CF28

3 *Uridium*

CF7

4 *Park Patrol*

CF10

5 *Spindizzy*

CF12

6 *Monster Mash*

CF31

7 *Mean Streak*

CF8

8 *Crystal Castles*

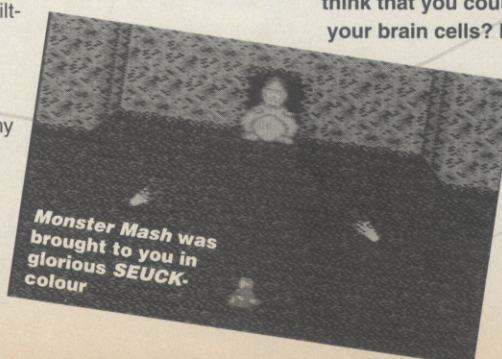
CF7

9 *Anarchy*

CF10

10 *Blue Max*

CF7



Monster Mash was brought to you in glorious SEUCK-colour



ber of AFS? When Frames reviewed *Midnight Residence* none was supplied.

**2** Do you think that there will ever be a *Rick Dangerous 3*?

**3** Acorn Computers – why?

**4** Why wouldn't Thin Glue Align (TMB, CF31) work?

**5** What other games have AFS done? I liked *Midnight Residence*!

Philip Stephenson, Leatherhead.

**1** Ring 0225 442244, ext 2347 and ask for Clare.

**2** No. *Rick Dangerous 2*, while being a brilliant game, never sold that well. Since then Core Design have developed other characters (like *Chuck Rock*). These two factors mean that it's unlikely that we'll see Mr D again.

**3** Because they could! And what about Acorn Antiques? Why, oh, why?

**4** The producers of magnetic media try their very best to ensure that all tapes are of similar construction and that data is recorded at a similar level. However tapes suffer from 'fall-out', which means that over time the stored signals get weaker while the tape heads suffer from wear and tear. Gluing the heads in place would ensure perfect loading for a while, but as time took its toll the heads would need some re-aligning. If they were glued, then you'd be quite literally be stuck.

**5** AFS (April First Software) have written hordes of games: *Supercows*, *Stunt Boat Racer*, *SWAV*, *Creepers* and *Creepers 2*, *Monster In Mayhemland*, *Mizzie Prince Of The Old Folk*, *Garlic Attack*, *Leedfall Weedplan* and, of course, the classic coin-op' racer *WET LeMons*.\*

## RAINBOW NINJAS

Dear TMB,

Before I ask you these questions I'd like to say that your pages are the best in CF (you're obviously a very astute

fellow – TMB). Anyway, that's enough grovelling, let's get down to business.

**1** Power Pack 32, what can I say? Not worth the tape it's recorded on.

**2** I recently purchased *Midnight Resistance* and while it's loading it says, "Stop tape, turn over and press Space or Fire". I've done that and nothing happened. What should I do?

**3** Is it possible to get past Level 1 on *Navy Moves*? If so, how?

**4** Who writes the Power Pack instructions?

**5** When will *Lemmings* be out for the C64?

**6** Is *Mayhem In Monsterland* a Mario-type game for the C64?

**7** Is the *Addicted To Fun*, *Rainbow Collection* any good? The *Ninja Collection* isn't.

**8** Why can't you get *Hudson Hawk* anymore? I had it, but had to

send it back for tape errors.

**9** Will I get a prize for being the first person to send in more than ten questions since CF16?

**10** Is *Big Box 16* any good?

**11** *ARNIE 1* – what a brilliant game.

*ARNIE 2* – what a rubbish game.

**12** What is your favourite beat-'em-

up game that's available on the C64?

**13** This is my last question.

**14** Are you a balloon or a brain?

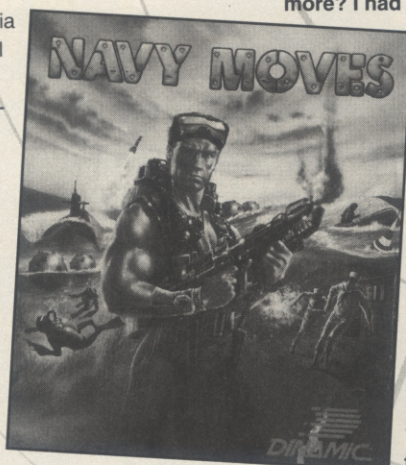
**15** Do you like Frames? I only like the games that he reviews.

Paul McBean, Dundee

**1** We really rather liked it, especially *FROST*.

**2** You didn't mention rewinding the tape to the start of side two. Give that a try.

**3** Yes, but you need something akin to divine



intervention. The first stage – the one where the boat has to leap the mines – is absurdly tough.

**4** It depends. They are mostly written by Clur, but occasionally Dave lends a hand. We try to keep Trenton away from the tape. He's easily confused you know.

**5** Eventually.

**6** From what we've seen – the Rowlands are keeping a lot of the game secret – *Mayhem* looks more like being a *Sonic 2* basher. The game will be paced significantly quicker than the lumbering plumber's.

**7** With *Rainbow Islands*, *New Zealand Story* and *Bubble Bobble* all neatly packed in a multicoloured box it has to be one of the best compilations ever seen on any computer format ever. All three are simply excellent. So yes, it ain't bad.

**8** You sent it back for tape errors? So there weren't any and you wanted some. How odd? But seriously, check out our Modern Classics pull-out in this very issue.

**9** Nope, just more answers!

**10** *Big Box 2* is good and *Smash 16* is average. As to *Big Box 16*...

**11** *ARNIE 1* was flawed but smart. *ARNIE 2* was smart but flawed.

**12** *International Karate Plus*.

**13** Actually, that's a statement, not a question, I think you'll find.

**14** Why would you be writing to a balloon?

**15** How can the fact that Roger has reviewed it make a game any better or worse? **TMB**

## THE END

### THE END

"The World shall hear from me again!" (Cue spooky music and bad *Doctor Who* smoke effects). "You may have beaten me this time, Herr Doktor, but I, TMB will return to take my rightful place at the top of the letters page."

Ensure TMB's return by writing in with your opinions, questions and very odd comments to TMB, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

## FREE ADS! YES WE SAID FREE ADS!

Bargains! Don't you just love 'em? But from next issue you won't find the best bargains amongst the ads in Uncle Dave's Buy-A-Rama, 'cos THE BEST BARGAINS ARE NOW THE ADS THEMSELVES! Yep, all small ads now cost nothing, zilch and completely zero pence. Not bad, eh? (Actually, we haven't cashed the cheques for any of the small ads we've printed). So now if you want to:

- Sell or buy second-hand C64 hardware
- Sell or buy second-hand C64 games
- Advertise a user group
- Get in touch with pen pals
- Send birthday messages
- Pass on official state secrets in coded messages to the government of the CIS

Now you can advertise for free in *Commodore Format*. But there are a few rules (aren't there always?):

- 1** We will not print any ads which appear to support piracy.
- 2** Include your address in case we have a query about your ad.
- 3** This service is for private individuals only, so, sorry, mail order and PD companies can't advertise for free.
- 4** We reserve the right not to run an ad if it appears to contravene the spirit of the section.

So, if you want to advertise anything remotely C64-related CF is the place to be.

## BUY-A-RAMA ORDER FORM

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Other

|  |  |  |  |
|--|--|--|--|
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |



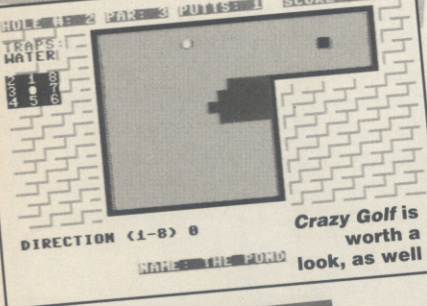
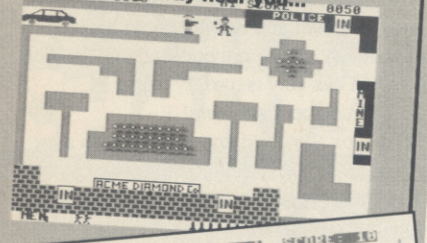
# PD FORMAT

FEATURING

## KINGSWAY

**This month's featured Public Domain library tells you all about the best software it's got on offer.**

Robbers – just one of the games available now at a Kingsway near you.



Crazy Golf is worth a look, as well

## TOP FIVE GAMES

### 1 ASSORTED GAMES

Catalogue no: GO48  
22 games on one disk, including Putt Putt Golf, Froggy and Gater.

### 2 KID GAMES

Catalogue no: GO67  
Tons of games that'll send the 'younger' C64 user wild.

### 3 ARCADE GAMES

Catalogue no: GO38  
23 arcade-type games on one disk. Now that's what I call a bargain!

### 4 CROSSWORD 7.2

Catalogue no: GO55  
Create your own crosswords on the C64. Puzzles can be saved on to disk and printed out for your mates to try out.

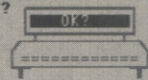
### 5 PINBALL #1

Catalogue no: GO59  
Four fab pinball games: Super Ball, Jump To Advance, The Cliff and Star Blazers.

Kingsway specialises in techie tutorials and programming utilities.

#### SOFTWARE TECHNOLOGY

CODE: WE WILL REFER TO SIGNALS AS JANE OR JUST PLAIN 'JANE'.  
A CHIP WITH A PIN LABELLED CE IS ENABLED WHEN THIS PIN IS LOW (=0).  
IF A CHIP HAS A PIN LABELLED SOMETHING THEN 'SOMETHING' WILL HAPPEN WHEN THIS PIN IS LOW (=0).  
A PIN LABELLED 'ENABLE'?  
A '1' WILL ENABLE!



## KINGSWAY STATISTIX

Library's full name: Kingsway Computer Services (KCS for short)

Address: 72 Glencoe Road, Sheffield, S2 2SR

Telephone: 0742 750623

Software Available on: Disk only

Price per disk: £2.99 or ten for the price of nine!

What Kingsway's good at and why: We keep a wide selection of software, not just demos (in fact we have very few demos). We major in serious applications – programming,

## PUBLIC ENQUIRY

Public Domain software (or PD as it's known by people too lazy to type Public Domain) is non-professional software, written by C64 enthusiasts and released with no copyright restrictions. It includes all sorts of software, including games, utilities (the serious stuff, that is) and demos (which exists for no other reason than to show off the programmers' coding abilities and can look and sound very impressive). PD software is also free – sort of. You can copy a PD program from someone quite legally. But PD software is more usually obtained from PD libraries, like Kingsway, who will charge you a minimal fee to cover duplication, disk and postage costs.

general utilities, GEOS utilities, etc – as well as an extensive selection of games. We also deal in software dedicated to the C128. And we make getting hold of PD even easier by accepting credit card orders over the phone.

## HOW GOOD IS GOOD?

Wanna see what PD programmers are capable of producing?

Then look no further than Invasion on this month's Power Pack. This funky little pinball sim is an example of what Kingsway has to offer.

## TOP FIVE EDUCATIONAL PROGRAMS

### 1 TYPING TUTOR

Catalogue no: E127  
22 Lessons with timed exercises covering all aspects of the keyboard.

### 2 ASTRONOMY AND HAM RADIO

Catalogue no: E126  
Over 25 programs for the budding Patrick Moore and over 20 for the HAM radio fanatic (well, we can't think of a famous HAM radio fanatic – Ed).

### 3 BIBLE QUIZZES

Catalogue no: E129  
Pass your RE exam with ease. Quizzes include The Temptation of Jesus and Who Am I? (I don't know – Ed).

### 4 PRIMARY MATHS

Catalogue no: E125  
Over 30 maths problems aimed at the 2-6 year old age group.

### 5 COMPUTER TUTOR

Catalogue no: P505  
A collection of educational programs dealing with computing programming.

## TOP FIVE UTILITIES

### 1 INFO FOR PROGRAMMERS

Catalogue no: P500  
Useful utilities for anyone learning programming, and more besides.

### 2 BUSINESS AND ACCOUNTS

Catalogue no: B208  
Over 20 programs which'll help you take full control of their finances (can we interest you Mr Clarke? ).

### 3 HOMEWARE

Catalogue no: M433  
A calendar maker, a home inventory, a building materials calculator and loads more stuff just like that.

### 4 GEOS UTILITIES

Catalogue no: GE902  
A plethora of utilities invaluable to all GEOS users – yes even the Greek ones.

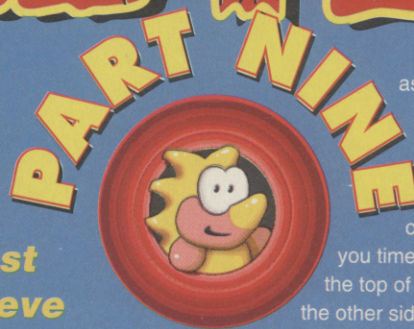
### 5 DISK DOCTOR UTILITIES

Catalogue no: U332  
A superb menu-driven collection of 24 (count 'em) disk utilities – a must for every disk drive owner.



# Let's make a MONSTER

**It's getting there. All the vital routines have been written. All the levels have been started. Now it's a case of tweaking, refining, playtesting and squeezing in the last few ideas. John and Steve**



## THE STORY SO FAR...

Remember *Cyberdyne Warrior*? *Creatures 2*? What's the link? There are two actually. They're all brilliant and they were all written by Apex. Now The Apex Boyz, John and Steve Rowlands, are writing a new game, *Mayhem In Monsterland*, and we can promise you – it's going to be a monster!

**Rowlands are getting so excited about Mayhem In Monsterland now that we virtually had to force them at gun point to write this month's diary.**

**S**ome of you might be thinking by now, "I wish those Rowlands would get on with it!" But we have got an excuse for taking so long over *Mayhem*. Honest. Y'see because *Mayhem In Monsterland* is an original game we have no set guidelines to follow. The advantage of this is that we can use our imaginations to the full and add whatever we want (any way we want to). Having said that there are disadvantages; the game takes longer to develop as we have to come up with dozens of ideas, some of which will be discarded along the way (whether due to memory limitations, processor limitations or just because they were lame).

Another disadvantage is that whatever we do design is constantly being tweaked. The game is never finished until it's finished. *MIM* is approaching the stage where the essential routines and graphics are nearly finished, so now we're spending most of our time adding new ideas to enhance the gameplay and adjusting existing ones. But that's where the joy of creating games, as opposed to converting them, is to be found.

## AWESOME APRIL WEEK ONE

**JOHN** All my attention is focused on the monster enemy sprites at the moment. I've spent a

lot of this week preventing them from wrapping around the screen (vanishing off one side and appearing on the other) while Mayhem walks left to right. Testing these routines involves a lot of running around and checking that the monsters didn't reappear. So Mayhem has spent most of this week charging up and down dozens of slopes in Pipeland (but then, that was what he was born to do).

All this action has given me an idea –

as Mayhem charges up a slope and reaches the top he could take off for a short while (if he's going fast enough). So by the end of the week he could, and it looks well cool! If you time it right he doesn't even touch the top of some slopes, he just lands on the other side as he falls.

While I was tweaking Mayhem's movement routines (for what seemed like the millionth time) I thought I might as well carry on. The next thing to add were the 'springboard monsters'. These are beasts that won't kill Mayhem if he runs into them, but they will make him bounce to incredible heights. So I coded this routine and included a cute bouncy sound effect as well. The idea seems to have paid off as it looks really cute (you can even see Mayhem looking up as he gets flung into the air, then looking down as he falls back towards the platforms).

**STEVE** The graphics for the levels in *MIM* seem to be in need of never-ending alteration. This week I decided to try and get Pipeland into a near-finished state so that I could put it into the new happy/sad editor (which takes the happy version of the level and turns them all gloomy).

I've added some large blue and white chequers to go in the background of an enclosed part of the level (which looks a bit like a big room). These rooms used the bricks that were already in the level to form the walls. I thought the whole lot looked quite cool (in a console-esque sort of way), but John thought otherwise. So what happens when I want to do one thing and John wants to do something else? No, we don't beat each



COMMENCING COUNTDOWN 34 July 1993 ➤



Two views of Pipeland by the neo-realist artist Steve Rowlands. Here we have 'Monster On A Pipe'...

...and this is a later work called 'Emma Thompson Getting Into Role'

other senseless (why not? That's what Trent and I do when we have a 'difference of opinion' - Clur) we just call on the expert (?) advice of Andy Roberts (Aww shucks - Andy).

In return for a lot of cash and a bit of flattery Andy gives us his invaluable opinion. In this case I've totally wasted my time doing those graphics because the majority decision was, 'rip-'em-out'. However, I'm still messing around with the slopes of Pipeland, trying to superimpose them over something other than the background colour (which hopefully will be more to John's and Andy's tastes).

## WEEK TWO

**JOHN** I looked back at my monster sequencer on Monday (which I haven't touched in two weeks) and decided that I can do it an entirely different way. So, putting pen to paper, I designed a series of flow charts which will give us a better monster

mapping system. Once I had sketched them down I had to test them (the fun part). I don't want to type in the new mapping system untested only to find that it has a major design fault, so another day was spent testing (and adjusting) the flow charts. The rest of the week was spent typing in the new system, then testing it for real. Yes, it did contain a few bugs, but it doesn't now. The only down-side is that, like most of my previous scroll-related systems, it only works one-way. So next week I've got to get it working when Mayhem walks left as well (snore).

**STEVE** I thought that having all these different levels on-the-go at the same time was a good idea, but the simple fact that all the levels need finishing lines had slipped my mind. What this means is that I needed four characters in the same position in each character set, because there need to be two finishing lines on each level, one for Happy and one for Sad, both using two characters each. On the Sad version, when Mayhem reaches the finishing line he will fall through the platform to a chamber below to... ah but that would be telling. Consequently two of the characters also need to be the sort that Mayhem can't walk or fall through.

Y'see, Mayhem treats different characters in different ways - and we don't mean that he asks some of them out for a pint while turning his back on others and ignoring them. We're talking characters as in 'character sets' here.

There are three different types of characters: ones that stop Mayhem (used for walls and some platforms); ones that Mayhem can jump up through, but land on and walk along (used for other platforms); and ones that Mayhem can pass through (used for the backgrounds). We have two bytes per level to change the amount of characters in each of these sections for that particular level. So if we wanted 40 characters Mayhem can't go through, 13 characters he can jump through and the rest of the character set as background graphics, I would set the first byte to 40 and the second byte to 53. This gives us three sections in the character set: 00-39, 40-52 and 53-255.

So for the finishing lines, two of the characters would be in the first section and two in the last. At the moment, however, most of the characters in all the sections have been used, which means I'll have to go through all the levels swapping characters around (to coin a phrase - snore!).

## WEEK THREE

**JOHN** Who's still working on a monster sequencer, then? Me, that's who. Who's

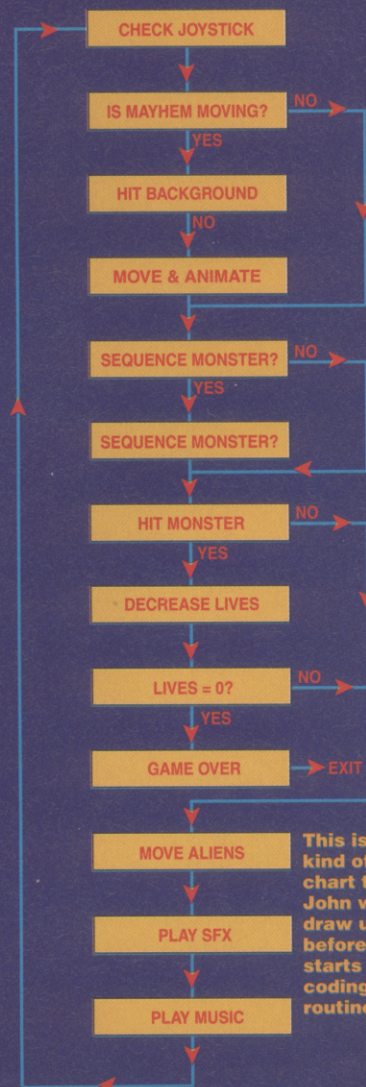
bored senseless with his monster sequencer, then? Me, that's who. Looking back at the diary, I can't believe how long it's taking. It's definitely stormed to the top of my 'systems which take a ridiculously long time to code' list. Well, let's face it, the list itself is pretty ridiculous. I suppose I have been side-tracked, and done several other things since I started it. Anyway, moaning about it won't get the job done (there's a moral in there somewhere).

So back to my monster sequencer. As you'll remember, last week I finished it, but there was a slight hitch; Mayhem could only run to the right. Obviously he's going to need to run left as well, so I have to write another set of routines to cope with this (which, coincidentally, is what I spent the majority of this week doing).

First I created a few flow charts (like the one below), tested them, then typed them up. The rest of the week was spent testing, adjusting and retesting them. Now I have a rather sexy bi-directional monster sequencer which is

*The cast of bad guys will need to be in the twenties at least*

## GO WITH THE FLOW



This is the kind of chart that John will draw up before he starts coding a routine.

Steve side-Way(s) and John - Not!



only missing a few routines which will handle certain ideas we want to put into the game at a later date (more on those when we do them).

**STEVE** It's about time I did some serious aliens, single and multi-sprite ones. The first thing to do is to get lots of ideas on paper, then convert them to pixels. I go about this by looking at the level graphics and the rough maps I've done, then deciding on what sort of aliens are needed for each particular terrain. For example, if we have a water section (which we're actually planning) we would need fish and other squidgy underwater adversaries.

The sketches I now have include a baby dinosaur called Dino, a monster with a spikey shell on his back (that will kill you if you touch it) and a giant mole-type monster (look out Chesney Hawkes). I then proceed to convert these few ideas to see how they will turn out. Pixel perfection plays a primary part for pretty predators in this program so a lot of our aliens are amazingly animated (© Alarming Alliteration). But having done the first few aliens, walking and all, I realize that the cast of bad guys will need to be in the twenties at least.

#### WEEK FOUR

**JOHN** The game is getting to the stage where we find ourselves playing it when we should be working on it, which is always a good sign. This not only means it's getting

## WHAT'S IT ALL ABOUT?

Just in case you haven't been paying attention, here's a quick resumé of what *Mayhem In Monsterland* is all about:

- Mayhem is a cute dinosaur.
- He Lives in Monsterland. (Okay, nothing surprising so far.)
- Monsterland is not a happy place. It's all grey and rains all the time (a bit like Port Talbot, really).
- Mayhem has to make Monsterland a happy place once more.
- He also has to collect bonus stars and duff up a few enemy monsters.
- There's a brilliant VR sequence where Mayhem battles amazing slow-moving creatures made up entirely of triangles... and (er, maybe not).
- But, no kidding, this game is going to set new standards not just for the 64 but for platform games everywhere (how's that for a build-up?).

more and more playable, but gives us the opportunity to playtest it as we go along. The one thing we've noticed is that while each level is 25 screen long, it seems much less.

This is because of the sheer speed of the game. If it was possible for him to charge from one end of a level to another (which it won't be in the finished version) it would take about 20 seconds. For reference, Clyde Radcliffe (from *Creatures* and *Creatures 2*, obviously) would take about two minutes 40 seconds to run the same distance.

To combat the map length problem we've come up with a technique which allows us to produce massive maps. It effectively lets us re-use parts of each level to give a long enough map for Mayhem to traverse and is basically what I've spent all week doing. I thought it would only take a day, but due to the structure of

the scroller, it turned out to be a lot more complicated than I first thought it was going to be – ah well, no change there then.

**STEVE** So far the game has no underwater sections, mainly because we thought of the idea only recently. Most of the levels have now been started and their character sets almost completely used up ... except Spottyland!

As well as water on Spottyland we can now include underwater slopes (oooh!). It goes without saying (*no it doesn't, you're just about to say it – Ed*) that Mayhem's control mode will change when he's underwater, slowing down his speed and making bubbles appear instead of smoke when he skids. Mayhem's sound effects change to bubbly ones too, to make the underwater atmosphere just that little bit more... er... underwatery.

The water is in a part of the level that has a chequered background – below the water surface everything gets darker (as it would). This section uses some nice new colours above and below the water which are mixed up using our special methods explained a few issues ago. A selection of platforms used in Spottyland (that also appear above the water sections) have been duplicated for underwater use.

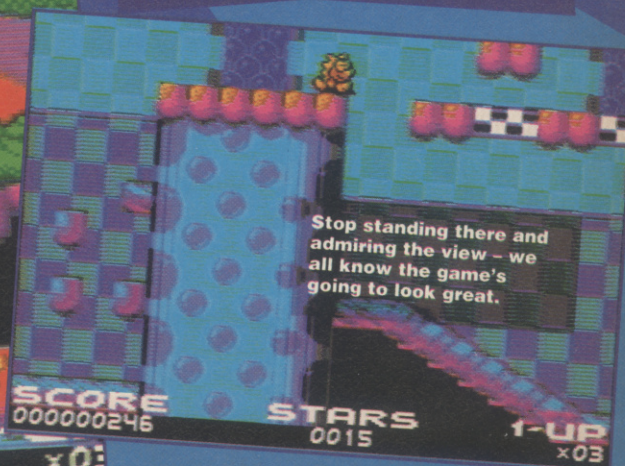
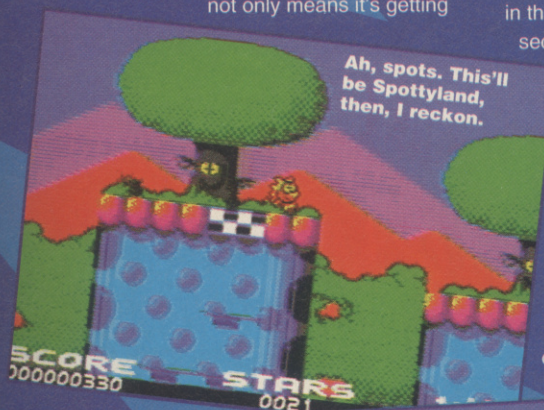
To make them look submerged in water I used a manual colour addition technique – giving them a blue tint. This is quite effective and does actually make the whole lot look, sort of, underwaterish. In fact, the graphics came out looking so good, they even surprised me (*modest, isn't he? – Ed*).

Once we've tweaked *Mayhem's* control mode for the underwater sequences and included the necessary colour splits, it should look pretty amazing (especially for the humble C64). Hold on a moment – maybe we should rename the game *Super Mayhem In Monsterland*? Ahem.



## NEXT MUMF

May is going to be a mega month for Mayhem. Not only will more monsters be created, but more monster features will be added. So tune in next month for another monster installment.





Now you get two **SUPERB** free gifts when you subscribe to

# SUBSCRIPTIONS

## TEENAGE MUTANT HERO TURTLES - THE COIN-OP

Imageworks (Cassette)

10 level of top-notch beat-'em-up mayhem with the heroes in two shells (four half shells). We gave it a mighty 89 per cent when we reviewed it! RRP £10.99



ALL NEW  
SUBSCRIBERS  
GET A COPY  
OF THIS...

PLUS A  
CHOICE OF  
EITHER...

## CREATURES 2

Thalamus (Cassette)

It's nasty, it's bloody, it's sick and your mother would like it if you were Pugsley Addams. Tons of platform action that demands brainpower as well as razor-sharp reflexes.

RRP £10.99



OR

## CHEETAH BUG JOYSTICK

Wonderfully weird and weirdly wonderful, the Bug is a revolutionary joystick that's taken the computer world by storm! (And Clur likes it a lot, as well - Ed). Those in the know whittle on about ergonomics and it'll change the way you play your games forever. Get your computer bugged NOW!!! RRP £14.99!

WIN  
with  
STYLE!

## FIRST SAMURAI

UBI Soft (Disk or cassette - please specify)

If you like beat-'em-ups you'll love this. Heck, if you hate beat-'em-ups you'll love this. First Samurai looks great and plays even better. That's why we gave it a massive 96 per cent - twice! RRP £9.99

Worth  
£10!



Save all the hassle of going to the shops every month to get your copy just to be told, "Sorry, sold out". Guarantee your copy and get it delivered at no extra charge! Complete and return the coupon below or call our credit card hotline on 0458 74011

PLEASE ENTER MY SUBSCRIPTION for 12 issues of COMMODORE FORMAT TICK AS APPROPRIATE TOTAL PAYMENT £

12 ISSUES ☐ UK £29.95 ☐ EUROPE £43.95 ☐ REST OF THE WORLD £55.95

To ensure you receive your magazine and tape quickly and undamaged, all overseas subscriptions are sent Air Mail

MY CHOICE OF GIFT IS: **BUG JOYSTICK** ☐ **CREATURES 2** ☐ **FIRST SAMURAI (Disk)** ☐ **(Cassette)** ☐

If you are already a subscriber please quote your subscription reference number here - you will find this on your address label

METHOD OF PAYMENT (PLEASE CIRCLE) ACCESS VISA CHEQUE PO CREDIT CARD NUMBER

EXPIRY DATE

Please tick here if you do not wish to receive direct mail from other companies ☐

NAME

ADDRESS

POST CODE

SIGNATURE

SEND THIS COUPON (TOGETHER WITH YOUR CHEQUE IF APPLICABLE) IN AN ENVELOPE TO:

COMMODORE FORMAT, FREEPOST, SOMERTON, SOMERSET TA11 7BR

The coupon is valid until 31st July 1993

CF/MAG/0793

Please make all cheques payable to Future Publishing Limited



# MODERN CLASSICS



**A 24-PAGE  
COMMODORE  
FORMAT  
PULL-OUT  
SPECIAL!**

**The complete guide to ALL the games  
currently available for your C64!**

● What's available ● How to get it ● Who to contact  
**It's all in the complete C64 directory!**



# COMPETITION



- 1st PRIZE**  
**A COLOUR MONITOR**
- 2nd PRIZE**  
**A PRINTER**
- 3rd PRIZE**  
**A DISK DRIVE**
- 4th PRIZE**  
**12 MONTHS FREE SUBSCRIPTION TO COMMODORE FORMAT MAGAZINE**
- 5th PRIZE**  
**12 MONTHS FREE SUBSCRIPTION TO COMMODORE FORMAT MAGAZINE**



## CAN YOU CRACK

### THE ARGON FACTOR

THE EPIC GRAPHIC AND TEXT ADVENTURE - BY TONY ROME

### A GAME OF LATERAL THINKING TO MELT YOUR MIND

2152 AD: An incriminating piece of film had reached the Earth Space Council with damaging effect. Valdara had cleverly impersonated you with a Halvian Simulator and had sent your fleet to its doom. You were held responsible and left to roam the galaxy alone. To add to your misery was the loss of your long standing companion - Lt. Anikra - a woman of extraordinary talent who had assisted your escape, only to be captured herself. 2155 AD. 3 years had passed when a faint coded message had reached your ship from a small planet - the code you instantly recognise...ANIKRA!! With fresh hope you head towards Argonia!



WINNERS WILL BE PUBLISHED IN COMMODORE FORMAT MAGAZINE

**PLEASE SEND ME:**

☐ DISK 5 1/4" ☐ CASSETTE

Copy (ies) ARGON FACTOR at £10

I enclose cheque/postal order payable to Logyk Software

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Send to: Logyk Software, 391, Gillott Road, Edgbaston, Birmingham, UK B16 9LL

PLEASE ALLOW 14 DAYS FOR DELIVERY

0908  
379550

## DIRECT SOFTWARE

All Prices  
inc. VAT  
P&P Free  
in UK

### C64 CASSETTES At Incredible Prices!!!!

- |               |                |                          |
|---------------|----------------|--------------------------|
| Badlands      | Nightbreed     | Spy Who Loved Me         |
| Cyberball     | Parallax       | Stun Runner              |
| Dragon Spirit | Puffy's Saga   | Teenage Mutant Turtles 2 |
| Driller       | Puzznic        | Vindicators              |
| Gemini Wing   | Robot Monsters | The Vindicator           |
| Klax          | Salamander     | Xybots                   |
|               | Skate Wars     |                          |

Any Five for £4.99 (whilst stocks last)

Any Ten for £6.99 (whilst stocks last)

### C64 CARTRIDGES At Unbelievable Prices!!!!

- Robocop 3 .....only £8.99
- Toki .....only £8.99
- Battle Command .....only £8.99
- Navy Seals .....only £8.99
- Shadow of the Beast .....only £8.99
- Chase HQ 2 .....only £8.99

Buy Any Two and Choose One Free!!!!

NAME ..... (CF1)

ADDRESS .....

POSTCODE ..... TELEPHONE .....

ITEM ..... CREDIT CARD NO: .....

ITEM ..... CARD EXPIRY DATE: .....

ITEM ..... SIGNATURE: .....

ITEM ..... TEL: 0908 379550 MAKE CHEQUES

ALL PRICES INC VAT PAYABLE TO: DIRECT SOFTWARE LTD,

TOTAL ..... £ ..... UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU

### C64 TAPE LOADING PROBLEMS?

Have you ever purchased a game only to find it won't load? The most common reason for loading difficulties is caused by the tape head being out of alignment.

The AZIMUTH TAPE HEAD ALIGNMENT KIT enables you to re-align your tape head simply and quickly. No technical skills are required. Step by step picture guide. Test and re-alignment may be carried out in minutes!

The kit contains:- AZIMUTH TAPE ALIGNMENT CASSETTE, SPECIAL AZIMUTH SCREWDRIVER PLUS FULL INSTRUCTIONS.

Alignment kits also available for Amstrad CPC 464, and Spectrum +2/+2A Computers. Please state which computer when ordering!

Price £9.99 inc. postage & packing and VAT  
All orders sent by return, Cheque/Visa/Access  
TRADING POST, Victoria Road,  
Shifnal, Shropshire TF11 8AF  
Tel/Fax: (0952) 462135

## REPAIRS AND SPARES

|                        |        |                           |         |
|------------------------|--------|---------------------------|---------|
| C64 Repair .....       | £24.99 | C64 Power Pack .....      | £19.75  |
| 1541/C128 Repair ..... | £40.00 | C2N Datasette .....       | £29.99  |
| 64 Slimline Case ..... | £7.99  | Parallel Converter .....  | £19.99  |
| 64 Mouse .....         | £14.99 | Printer + Converter ..... | £149.99 |
| Mini Office 2 .....    | £17.75 | C64 Manual .....          | £4.99   |
| Sound Expander .....   | £9.99  | Sound Studio .....        | £4.99   |
| Chips .....            | P.O.A. | 1541 II Drive .....       | £129.99 |
| Reset Cartridge .....  | £6.99  | 100x5 1/4" Disks .....    | £35.00  |

For a speedy repair send computer and covering letter. 3 month warranty included. To order any of the above send a cheque/P.O. or phone credit card number.

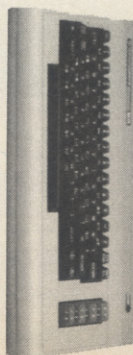
Omni-dale Supplies (Dept. C.F.)  
23 Curzon Street, Derby DE1 2ES  
Tel: 0332 291219

VISA

## COMMODORE C64 REPAIRS Just £24.00 inc



- \* Commodore registered.
- \* Over 10 years experience with Commodore computers.
- \* Up to 20 qualified technician engineers at your disposal.
- \* We will undertake to repair your Commodore 64 computer for just £24.00 including parts, labour, V.A.T. and post and packing.
- \* Some computers can be repaired within 24 hours.
- \* Prices include full service check, overhaul and soak-test.
- \* All repairs covered by a 90 day warranty.
- \* Free Commodore C64 Sound Studio with every C64 repair
- \* Commodore C+4 repairs £25. With every +4 repair you will receive a free cartridge.



CF

\* **How to take advantage of this exceptional offer:**  
Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (Please include a daytime telephone number and fault description).

\* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

★ Collection Service available

WTS Electronics Ltd, Studio Master House,  
Chaul End Lane, Luton, Beds LU4 8EZ  
(0582) 491949 - (4 lines)

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applied).





# MODERN CLASSICS

can be found. That's why we've assembled our Modern Classics pull-out spectacular!

In this special section we've detailed every C64 game (tape, disk and cart) currently available in the UK. From these we've selected the very cream of the current crop, named some notable near misses and giggled weakly at some of the very worst for each gamestyle.

Picking the best from such a vast range of games wasn't as easy as we first thought. Which is why we enlisted the very best Commodore brain's available – the CF crew PAST and PRESENT! And now, after hours of debate, squabbling and name calling, CF is proud to present The Modern Classics – the best games money can buy!

**T**here are thousands of games available for the C64, but knowing exactly where to get a specific title can prove tough. Every week folk call and write to CF asking if we know where you can get hold of particular games. That's why we knew you wanted a definitive games guide, a comprehensive list of what's available and where it

## HOW DO I GET HOLD OF THESE GAMES?

At the end of every review in this pull-out and with every entry in the 1,000-plus games list at the back we tell you where you can get hold of the games. Of course, some of them are still available in the shops, but the majority of them aren't. So we've concentrated on other ways of buying games:

- 1 Mail order – some games we've suggested you get some specific mail order companies, but others are 'generally available' – this doesn't mean they're available in every computer shop up and down the country, but it does mean you should be able to order them from most C64 mail order companies (we just don't want to show favouritism, you see).
- 2 Most software publishers are more than happy to sell you games direct – as long as they've still got them in stock, that is. In the mega-list at the back of the special we've indicated which publishers still have which games. If they've got one you want, give them a ring, state clearly and succinctly what you want and they'll be able to tell you how to go about ordering stuff. But remember, actually selling games is not a publishing company's main business, they're busy people, so be polite and concise if you ring them.
- 3 You can also get software from EDOS which is a system which... er... well, which needs a box-out all to itself, really.

## YOUR GUIDE TO THE BEST...

- Shoot-'em-ups p.4
- Platform games p.6
- Beat-'em-ups p.8
- Simulations p.10
- Sports games p.12
- Arcade Adventures p.14
- Driving games p.16
- RPGs p.18
- Strategy p.20
- The complete C64 games availability index p.22 - 24

## THE EDOS BOX-OUT

EDOS (Electronic Distribution Of Software) is a solution to the problem of software shop-shelf clutter, which offers a massive choice of 370 different C64 titles. You'll find it available in Menzies and a few other independent retailers, and it's dead smart. Instead of ready-duplicated disk and tape versions of games on the shelves, you'll find empty boxes showing what's available. You choose what you want, take the box to the counter and they duplicate your personal copy of the game on the spot. Individual dupe'ing means that the game will be a high quality copy and also that the shop will never run out of any game. The game code is all stored on a large hard disk in the shop and then the relevant data is copied off on demand. It's altogether a very civilised way of buying games.

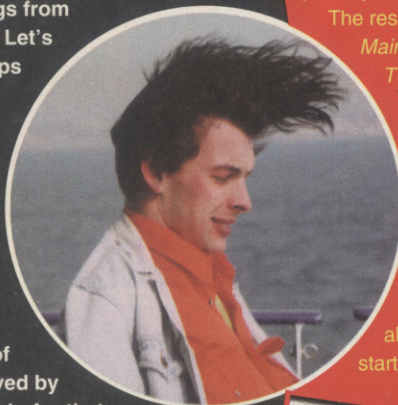
All the games available on EDOS are listed in our complete games guide on p.21-24 (they're the ones marked E, with T and D used to show Tape and Disk versions). For more info, check out your local Menzies or give EDOS's creators, Software On Demand, a ring on ☎ 0782 566566.



## SHOOT-'EM-UP

ANDY DYER  
(CF1-14)

**Y**es! Herd them all up in a field and bomb the blighters – the Salacious Zogs from *Eroticon Four*, that is! Let's be honest blast-'em-ups are, well, a blast. With enemy laser-fire raining death from above, power-ups floating across the screen, massive end-of-level-guardians waiting to turn you into space dust, the most amazing range of weapons ever conceived by man (or little green blob, for that matter) and never-ending waves of evil aliens chasing you down these are truly intense gaming moments. Well to be honest, I just like the explosions. Big or small, who cares as long as there are loads of them (and it's not my sprite that's doing the exploding). Anyway, here's my pick of the best explosive action you'll find on the C64...

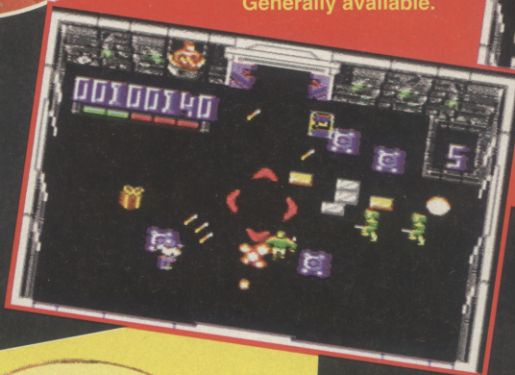
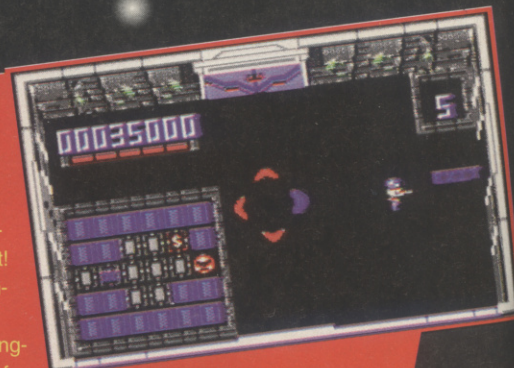


## SMASH TV

(Hit Squad) Originally released: 1992

The result of a freak collision between the *Main Event* and the *A Team*, *Smash TV* roars on to the C64. You kill people and win a car – what a concept! A savage social satire and a stunning shooting match, *Smash TV* pits you against hordes of foaming-mouthed zombies and a range of major league nasties. Luckily, you're the one with the superior firepower. The control system isn't all it could be, but when the bullets start flying you soon cease to care.

Generally available.



## SPEEDZONE

(Mastertronic)

Originally released: 1989

It's fast, too fast, way too fast, in fact it's all so fast that the game is unplayable! It takes the *Galaxian* theme with wavey aliens hacking down the screen in pre-set patterns. They'd be easy to kill if you could sit still long enough to shoot the blighters. Oh and it looks awful too.

Available from Wizard Games.



## CHECK 'EM OUT

*Salamander* (Hit Squad) Available from Direct.

Old gold. Rave from the grave. Blast from the past. All the above apply to *Salamander*, one of the most crucial space battles in C64 history. There's a totally contrived plot about the five planets of Latis, but you don't want to know that, you want to know it's excellent – and it is!

*X-Out* (Kixx) Available from Amma Software.

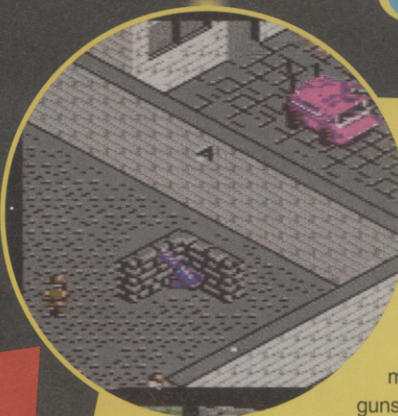
Shop-and-shoot with *X-Out*! Fly underwater and use your custom craft and various killing implements to wipe the evil alien scum from the murky sea bed. Spiffing stuff indeed!

*Super Space Invaders* (Hit Squad) Generally available. Taito's planet-attacking *Invaders* made a comeback in 1991 in a corking coin-op. The conversion was great, capturing the magic of the original and then spicing it up a bit with some cow-capturing silliness. An excellent tribute to the game that's the granddaddy of shoot-'em-ups.





# UPS



## ARNIE (Zeppelin)

Originally released: 1992

There's this guy, and he's dead hard, and he's got a gun, and he's on the rampage, and he's not very happy. What do you do about it? Take control just to make sure that he doesn't miss, that's what! Taking an isometric angle on the killing, *ARNIE* swings his gun from side to side, making sure that anything that moves won't be moving for much longer. Bigger, better guns are also on offer for the seriously psychotic.

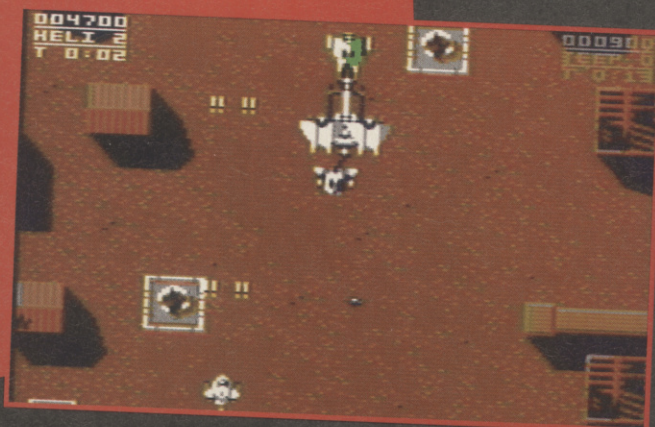
Generally available.

## SWIV (Kixx)

Originally released: 1991

The effective sequel to *Silkworm* (which was a coin-op), *SWIV* (which wasn't) sports some of the best blasting action ever seen on the C64. The translation isn't as complete as on some other formats – the jeep lacks mobility for one thing – but the crazy amounts of weapons, not to mention the huge enemies, massive power-ups and superb graphics, more than compensate. All of which ensure *SWIV*'s position as one of the best shoot-'em-ups going.

Generally available.



## ST DRAGON

(Kixx) Originally released: 1991

Oh look, another brilliant blaster from Storm! This sideways-scrolling lizard-killer is a major test of joystick dexterity and sheer nerve.

You play a dragon (who, for some reason, has been canonised) who can spit fire and wrap his tail around himself for protection.

He flies through a horizontally-scrolling world where metallic leopards roam.

Altogether it's very tough stuff with some almost impossible levels, but the abundance of pokey power-ups just manage to shade the affair in your favour – if you're really, really brave!

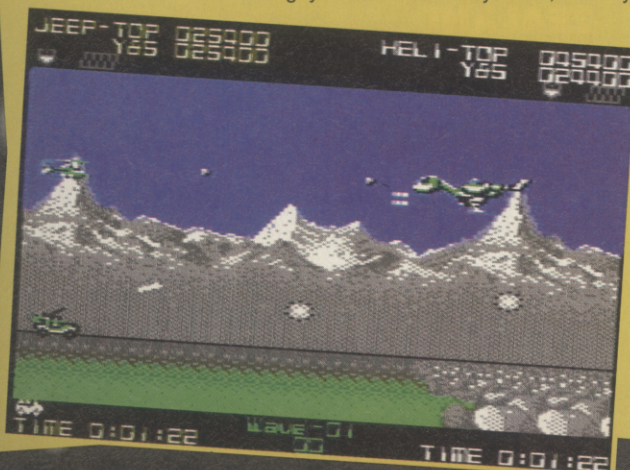
Available from Amma Software.

## SILKWORM (Mastertonic Plus)

Originally released: 1991

Crushing two-player-jeep-on-chopper action! The wild amounts of fire power and hordes of super-fast baddies are great, but the star of this show is the vicious crossfire that cuts the bad guys down where they stand, sit or fly. It's the mid-level

gooseneck guardians that offer the stiffest resistance and the biggest power-ups when you kill them, but unfortunately the end-of-level guys are wimps! Available from Wizard games.





# PLATFORM

## BUBBLE BOBBLE

(Silverbird)

Originally released: 1987

Long before they grew up and discovered *Rainbow Magic*, Bub and Bob were turned into Bubble Dragons by an evil wizard. To return to normal they had to enter a monster-filled cave and rescue their sweethearts. But forget this sub-Walt Disney syrupy nonsense and just get on with the game, which is brilliant (and the prequel to *Rainbow Islands*). Basically, you try to trap the nasties in bubbles, then burst the bubbles for points. You want addictive-ness, you've got it. It may be ancient, but it's still far superior to most games released today.

Available from Hit Squad



## CLUR HODGSON (CF27 -)

**M**y fave games are platformers. You can't beat 'em...

well, you can... if you couldn't then it'd be pointless playing them because you'd never win. But anyway, there have been some truly classic platformers, and I've sorted out the cream of the crop for you here. And, yes, I know there are quite a few 'cutesy' ones, but I don't care. I'm confident enough about my self-image not to worry about recommending so many 'cute' games. I'm no girly wuss. Honest. (But just in case you have any doubts I'll just go off and beat up Dave before we start...). Ahh... that's much better! Now let the games begin!

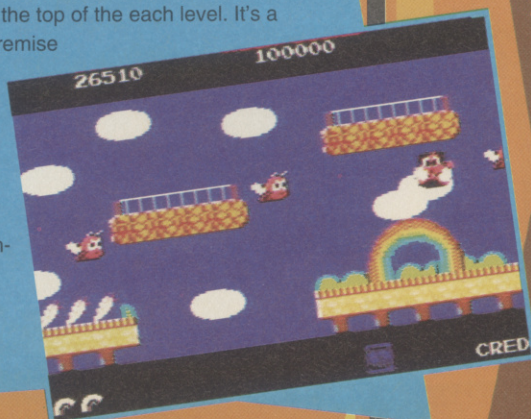
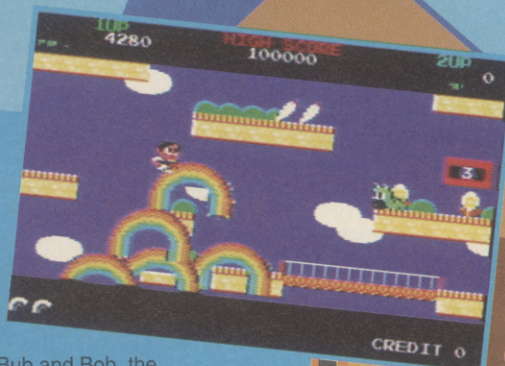
## RAINBOW ISLANDS

(Hit Squad)

Originally released: 1989

This has been one of the most popular games ever on every format on which it's been released. Bub and Bob, the heroes from *Bubble Bobble*, return to, er, shoot rainbows at nasties and reach the top of the each level. It's a deceptively simple premise that's the basis of one of the most gloriously playable and colourful games ever. There are pick-ups and bonuses galore plus some of the toughest end-of-level guardians you'll ever face on the C64.

Generally available



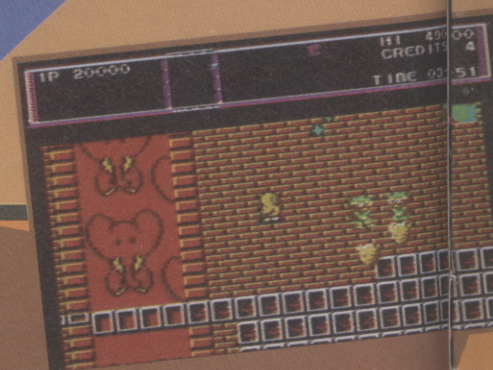
## NEW ZEALAND STORY

(Hit Squad)

Originally released: 1991

This has to be one of the weirdest concepts for a game ever. I mean, New Zealand's hardly the most thrilling place on the planet, is it? But against all odds, *New Zealand Story* is a darned funky game. You take control of Kiri the Kiwi (okay, that registers eight out of ten on the pukesome scale) who has to flutter, leap and pilot a flying thingy around numerous levels trying to rescue his Antipodean chums. It blends colourful graphics, fast-paced action and totally fabulous music into a perfectly balanced, no-nonsense platformer of the first degree.

Generally available





# HERS



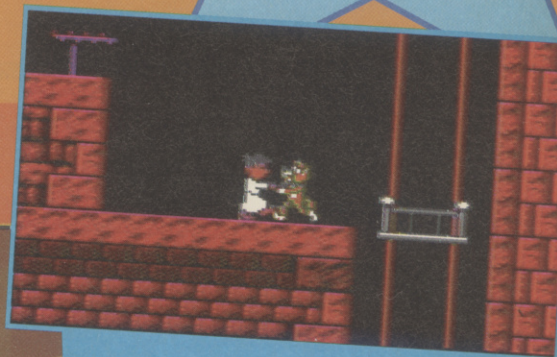
## NOBBY THE AARDVARK

(Thalamus)

Originally released: 1993

Seven levels of pure bliss, and every one like a game in itself. You play the living ant-hoover as he sucks his way around the world and into deep space searching for the pieces of a matter transporter that'll take him to Antopia and the feast of a lifetime. Each level has its own distinctive style of play, including a ballooning section, an underwater jaunt and a hair-raising race in a mining trolley. The graphics are wonderfully cartoony and colourful and the gameplay is dangerously addictive. It's a game by John Ferrari, so beware — it's a toughie

Available from Thalamus



## SLEEPWALKER (Ocean)

Originally released: 1993

It may only be a month old, but *Sleepwalker* is already rightfully regarded as a classic. It introduces a fabby new twist to the genre we have come to know as 'the platformer'. You control Ralph the dog who has to make sure that his sleepwalking master, Lee, gets through each humungously massive level without waking up. The cartoon-style sprites, colourful backgrounds and excellent animation are only outclassed by the unpredictable, inventive and refreshingly original gameplay. And it's dead funny in places too.

Generally available



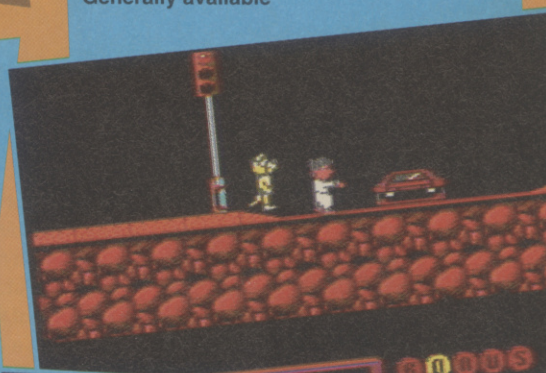
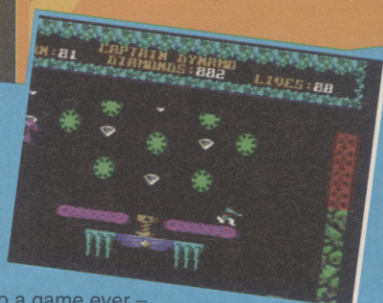
## CAPTAIN DYNAMO

(CodeMasters)

Originally released: 1992

This sad tale of the world's oldest superhero wins the prize for the most ridiculously difficult beginning to a game ever — there are some blimmin' weirdy cog things that are impossible to negotiate! And there's not much point bothering, 'cos once you get past them things just get very, very, very, very, very, very tedious indeed. Yawnsome bilge.

Generally available on *The Cartoon Collection* from CodeMasters



Generally available on *The Cartoon Collection* from CodeMasters



## CHECK 'EM OUT

**RoboCod (Kixx)** Generally available

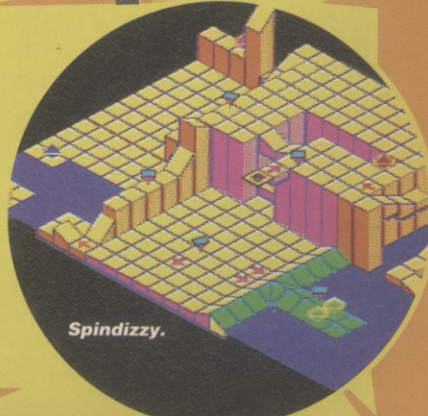
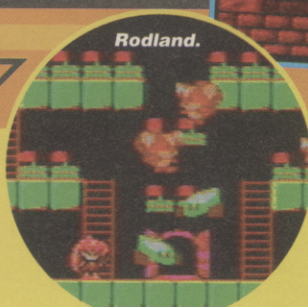
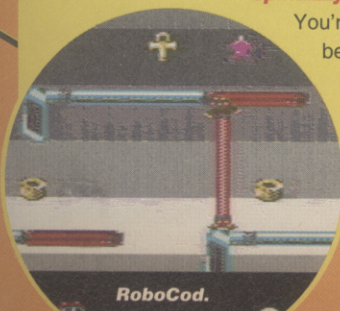
The name's Pond, James Pond, and he's quite possibly the greatest sprite ever, armed with a special suit of armour and a stretchy tail. The game's pretty funky too.

**Spindizzy (Beau Jolly)** Generally available

You're a spinning top called GERALD. But don't worry things get better. Much better. All the platform action you could ever hope for, and then some.

**Rodland (Kixx, 1991)** Generally available.

Platforms, nasties, strange weapons, more nasties, bonuses, even more nasties and, er, yet more nasties. Gloriously presented with Japanese anime art it's just a shame *Rodland's* a bit easy.

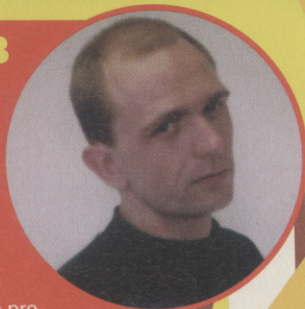




# BEAT-'EM-UP

## TRENTON WEBB (CF18 - NOW)

**B**eat-'em-ups may be morally dodgy but they're sure fun. It doesn't matter if you're giving a computer-controlled foe a serious slapping or knocking out a friend's pixel puncher, a good beat-'em-up provides fast, tense, action. Sadly, the majority of Commodore punch-outs are slack in the extreme. But occasionally there's a brawler that really makes the grade, like this lot here that really get the blood going.



## STREET FIGHTER 2

(US Gold)

Originally released: 1992

This is not a perfect conversion of Capcom's classic arcade. The sprites are too small, the opponents too soft and the multi-load massive. Despite this, *SF2* remains the most adventurous scrapper to-date. With 12 different fighters, bags of attacks there's enough subtlety to see off its gameplay gaffes. Generally available.



## INTERNATIONAL KARATE + (Hit Squad)

Originally released: 1985

This is it. If you've been looking for a viciously quick fist-fight, then *IK+* is the game for you. Three warriors battle each other with a vast number of kicks, punches and blocks. The last man standing wins, the second man down stays in and the first to hit the floor is out. That's it. Brutal, face-kicking fun of the very highest calibre. It's a classic in anyone's book – and this is my book, so it's in! *IK+* is one fight you really ought to pick – if you're brave enough. Available from the Publisher.



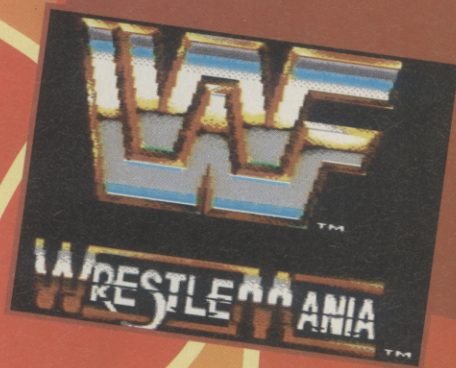
## WWF WRESTLEMANIA

(Kixx)

Originally released: 1991

Glamour, glitz and grunting combine in this no-holds barred grapple-fest. With the weight of Hulk Hogan, Ultimate Warrior and British Bulldog behind it, *WWF Wrestlemania* blows all other wrestling sims away. Two players can either go head-to-head or solo fighters can take the tournament trail towards the World Championship. However, committed couch potatoes should take note, this waggling spectacular gets so intense that it doubles as a fitness-aid!

Generally available.



## CHECK 'EM OUT

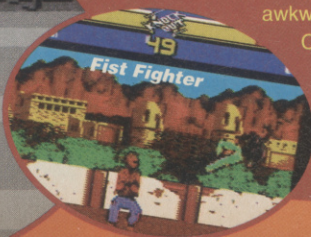
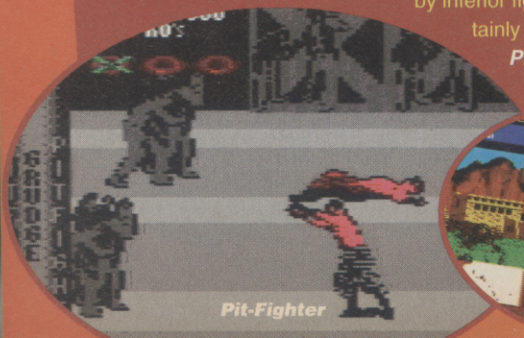
**Fist Fighter (Zeppelin)** Generally available. This qualifies because of its sense of humour. Clearly a *Street Fighter 2* pastiche there are some neatly amusing nods to the coin-op but the fighting itself doesn't really live up to 'inspirational' original.

**WWF2 European Rampage (Ocean)** Generally available. With *Wrestlemania* to build on, Ocean should have had themselves a sure-fire winner here. They didn't and it wasn't. Curiously all the best bits of *WWF* are missing and they are replaced by inferior fighting. It's not be that bad, but it certainly isn't as good as it could have been.

**Pit-Fighter (Kixx)** Generally available.

The best conversion of this awkward arcade,

C64 *Pit-Fighter* still suffers from flicker and is still too uncontrollable.





# UPS

## RENEGADE (Hit Squad)

Originally released: 1986

In this concrete jungle one man has had enough. Instead of *Falling Down* his answer is to get physical. The controls are a little weird, but the fights are finely balanced and it proves to be a rugged battler. *Renegade* must fight his way through levels filled with weapon-toting bad guys. *Renegade* later spawned two equally violent sequels – and the second's two-player mode is brill – but the original's the best. Available from Software City.



## FINAL FIGHT

(Super Fighters Compilation/Kixx)

Originally released: 1992



If you loved the arcade then you'll hate this. This once great coin-op is a shadow of its former-self. James finished this one with the Autofire on and with his eyes closed (no kidding)! Generally available!



## BARBARIAN 2 (Kixx)

Originally released: 1988

A sequel to the roarily violent *Barbarian* this game introduces bladed weapons into the arena. There are some vague adventure overtones – you're sent off to hunt the evil wizard Drax – but these are just an excuse for a fight. Although no excuse is really needed for such fast, flowing sword-play. Overhead chops and swinging swipes are just some of the spectacular strokes; hearts and heads being hacked off are just some of the gory effects. You can even play a homicidal Princess (if the mood takes you)! Generally available.



# APR



## SIMS

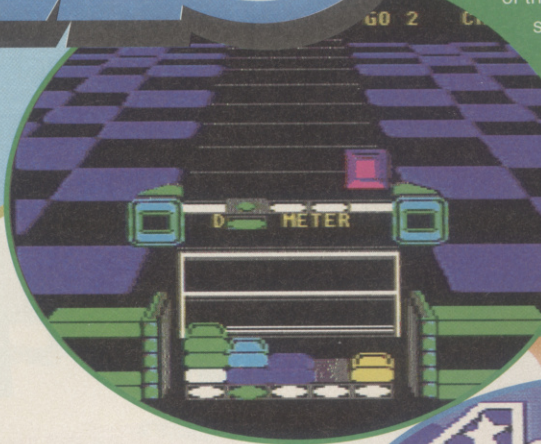
## STEVE JARRATT

## EDITOR (CF1 - 14)

If games cost me cash I want my money's worth. That's why I picked the simulations section. Most games have a single solution but sims recreate an entire world, that can be explored extensively in

expensive aircraft/tanks/boats. And once you've learned how to control your vessel, the world is your oyster – or some breed of sand-irritated shellfish, at least. Besides,

blowing 'real' things apart is far more fun... (Oi! We'd like a word with you – Special Branch).

SILENT  
SERVICE (Kixx)

Originally released: 1986

Sitting at the bottom of an Ocean in a metal tube cannot be considered a visually stimulating experience. Despite this handicap *Silent Service* floats to the top of the simulations pile. It combines strategy with good, old-fashioned shooting - torpedoes-at-things action and the result is an admittedly slow but totally gripping game. *Silent Service* may look horribly dated but give this war veteran a chance and it'll soon be telling top-notch sea stories. Generally available

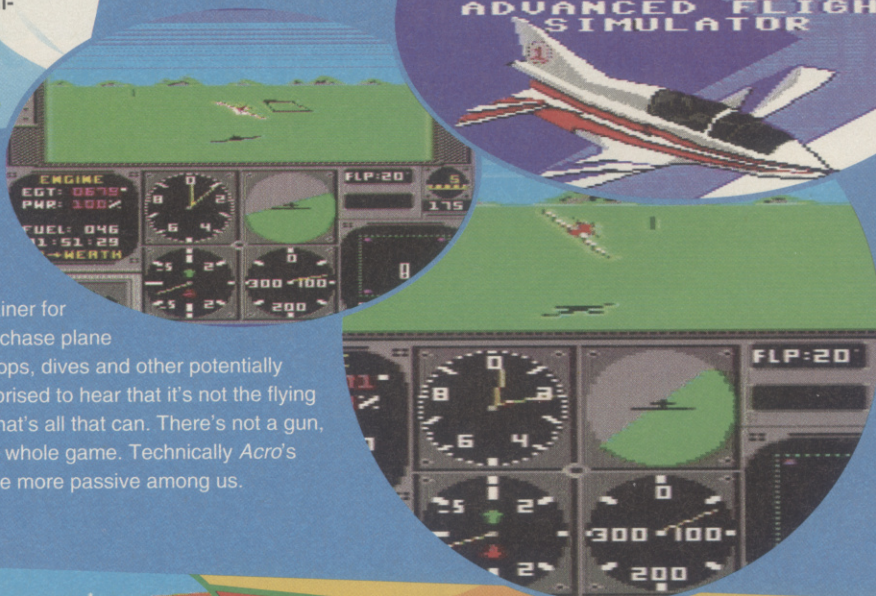


## ACRO JET (Kixx)

Originally released: 1986

Standing for Acrobatic Jet, AJ is really a trainer for computer pilots. You chase along behind a chase plane (what? – Ed) as it performs all manner of loops, dives and other potentially fatal things. Vertigo sufferers will not be surprised to hear that it's not the flying but the ground that kills you. Unfortunately that's all that can. There's not a gun, bomb or missile anywhere to be found in the whole game. Technically *Acro's* excellent but it lacks aggro'. So it's one for the more passive among us.

Generally available



## GUNSHIP

(Air, Sea Supremacy Compilation)

Originally released: 1987

Warning! If you want a top-grade chopper sim then get the DISK version. If you want the equivalent of a one-level demo get *Gunship* on tape. Starring the wonderfully porky AH64A Apache attack helicopter you can fight in four foreign fields, against four levels of computer opposition. On disk it's the best there is. On tape... oh deary, deary, me.

Generally available.





## BATTLE COMMAND (Ocean)

Originally released: 1991

*Battle Command* comes on cart, so loading's fast and the game's huge. A solo-super tank is yours to take on a series of increasingly tough missions. There's search and destroy, sabotage, surveillance, rescues, everything, in fact, a tanker could wish for. Running in slick 3D this is the ultimate battlezone for folk who want to find out what it's really like to be in a metal box when it's hit by high explosive! Generally available.

SHELLS: 53

SHELLS: 60

## STARGLIDER

(Supreme Challenge Compilation)

Originally released: 1987

Argonaut's *Starglider* was initially criticised for being little more than an into-the-screen-shoot-'em-up with fancy polygon graphics, but there's nowt wrong with that! The graphics chug a little but this is partially due to the strain the massive wire-frame world puts on your machine as you twist and turn in desperate dog-fights to the death (*that's enough alliteration if you don't mind - Ed*). Generally available

## CHECK 'EM OUT

*F-15 Strike Eagle* (Kixx)

Generally available. Not the classic it's meant to be *F-15* still flies a fairly friendly sky. The graphics are fast, the plane durable and the missions happily chaotic. It's rather hard to lose control of the *F-15* – a feat we could surely achieve in real life without even trying!

*F-16 Combat Pilot* (Digital Integration)

Generally available. Surprisingly fast, this complex little number puts you behind the stick of one of America's top fighters planes. Fighting both air and land targets *F-16 Combat Pilot* is a good sim, but its 'depth' means you're always feel slightly 'removed' from the action.

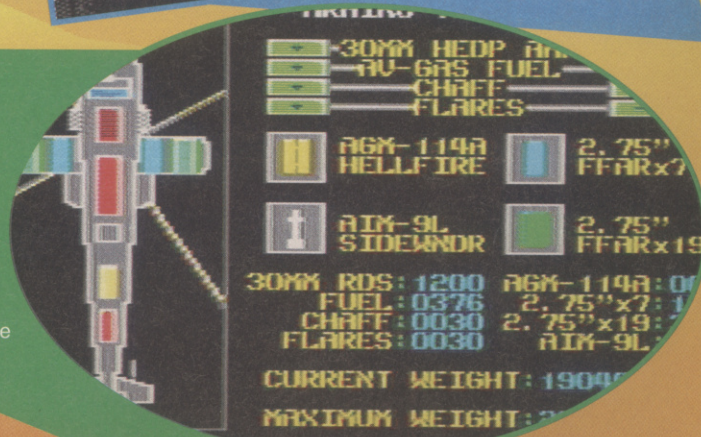
F-16 Combat Pilot



## GUNSHIP (Kixx)

Originally released: 1992

Why!?! As a simulation *Gunship* on cassette is as good as the disk version. It's the length of the game that's different. On tape you can only play a single mission and are unable to save the pilot you've created before re-booting. This 'oversight' make this RPG sim seem like a broken pencil – pointless! (© *Blackadder II* punchlines) Generally available.





MODERN  
CLASSICS

## SPORTS

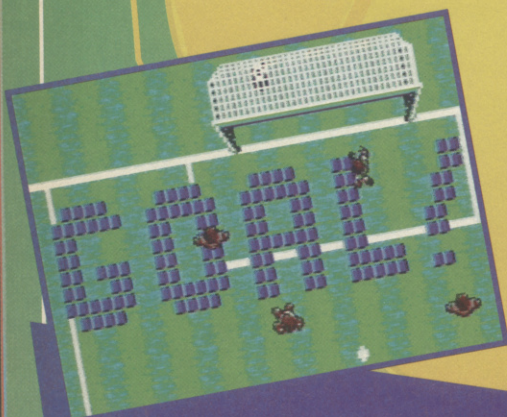
OLLIE ALDERTON  
(CF6 - NOW)

**A**s Commodore Format's resident sporting expert, it was only natural that I

should introduce our selection of smart sport sims. I've separated the Premier Division leaders from the South

West Croydon Sprockett's Sink Plug League demotion contenders. In the interests of variety (*in other*

*words, if we'd let Ollie have his way then all of the Top Five would have been footie games - Ed*) we've chosen five different types of sports sim, so there should be something here for everybody (except those weird people who hate sports sims, I suppose - such strange people do exist).



## MICROPROSE SOCCER

(Kixx)

Originally released: 1989

Tricky one this. There are at least three well-worthy football sims already available on the 64, but Microprose's effort beats off *Emlyn Hughes International Soccer* and *Kick Off 2* (which really has a better reputation than it deserves) in the humble opinion of the CF crew.

Written by Sensible Software, who

went on to write the near legendary *Sensible Soccer* on the Amiga, it looks good, is easy to control and is the nearest thing to real footie you'll find on the C64.

Generally available

(If you're into computer soccer check out our *Liverpool* review on p.76)



## BULLY'S SPORTING DARTS

(Alternative)

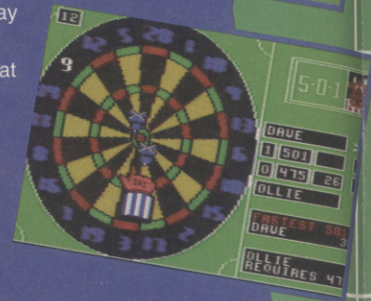
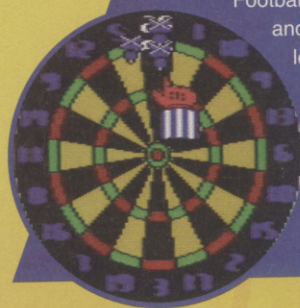
Originally released: 1992

Hmmm... I'm still not convinced that darts can be described as a sport (you don't even need to be fit to play it) but there's no denying that *Bully's* is a great little game, so I'll ignore my natural bias against all things oche-related for the moment.

Anyway, there's a lot more to *Bully's* than playing bog-standard 501 darts (although you can if you want) and Jim Bowen doesn't make an appearance (which must be to its advantage). You can also play

Football, Tennis, Snooker, Golf and Round The Clock... or at least darts versions of them anyway. The control system is suitably dart-like and the package as a whole is great fun.

Generally available

AMERICAN  
3D POOL

(Zeppelin)

Originally released: 1991

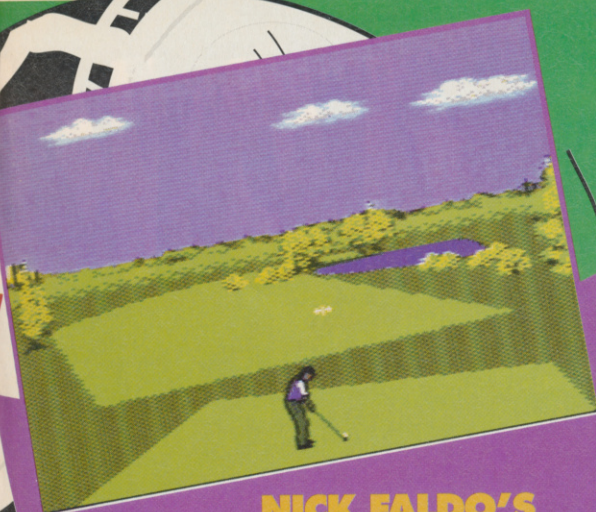
Of the green baize contenders, *American 3D Pool* came tops by a small piece of blue chalk. It's not the flashiest of cue and ball conversions but it sure is the most playable (although being *American Pool* some of the rules are a bit odd at first). You line up your shots from a 2D perspective and then the view switches to 3D for the action. You can play against the computer, or, better still, against any number of friends in a

tournament. There are also a number trick shots you can try out if you want to look really flash (or foolish? - Ed).

Available from Amma Software







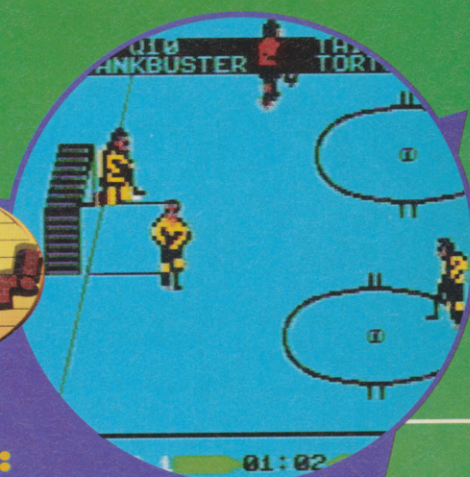
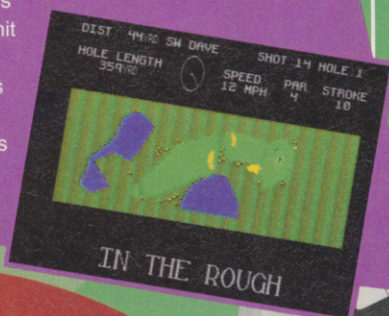
## NICK FALDO'S CHAMPIONSHIP GOLF

(Grandslam)

Originally released: 1992

Golf works brilliantly on computer as long as the programmers get the formula right. And they certainly did with *Nick Faldo's*. Admittedly, in terms of the control over the variables (strength of stroke, direction, choice of clubs) and the hitting system there is little to choose between this game and *World Class Leaderboard*. But *Nick* wins out in one major respect – the speed at which it redraws the fairway after you've hit the ball. In fact, it's so classily presented that it's got immense crossover appeal – it's the one sports sim that people who hate sports sims should have.

Available from  
Software City



## IT'S A CROAKER: INTERNATIONAL ICE HOCKEY

(Zeppelin)

Originally released: 1988

Aaargh! You feel like you've got about as much control over this game as you would over a car that's had it's breaks cut, steering wheel wrenched out and gear lever jammed and is now quite happily cascading down a hill. The ONLY decent point about it is that you can change all the players into penguins (just hold down Fire and the back arrow).

Available from EDOS

## RBI 2

(Hit Squad)

Originally released: 1991

Come on. Own up. Has anyone ever actually seen a copy of *RBI 1*? Did it even exist? It's one of life's great mysteries.

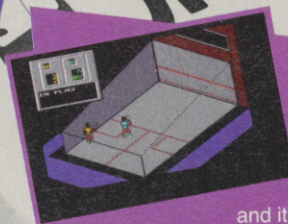
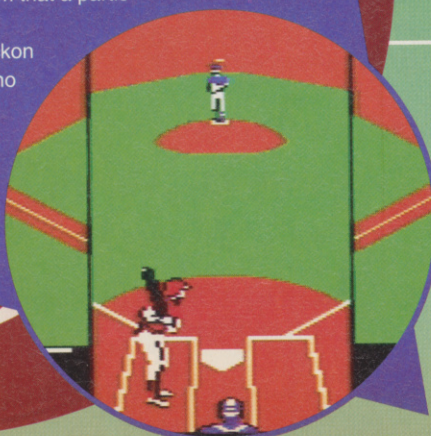
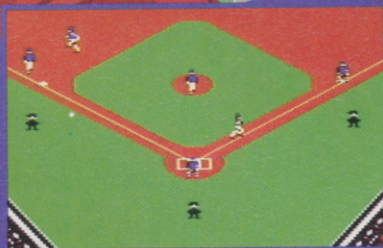
But what the heck

when we've got *RBI 2* which, logic suggests, must be the superior of the two. Baseball on the C64 has never been better. *RBI 2* is smoother than a cream in a Twinky© with the kind of control system that a particularly dim amoeba could

understand. But don't reckon that makes it too simple, no siree, no way. Played

against the computer *RBI 2*'s rewardingly challenging, and better still against a friend who's as good (as rubbish) as you are.

Generally available



## CHECK 'EM OUT

*Kick Off 2* (Anco)

Available from Wizard

Well, it's okay, but overrated. There are some amusingly annoying bugs

and it's hard to tell which man you've got

control over but it's still feverishly fast footie.

*Emlyn Hughes International Soccer* (Touchdown)

Available from Software City

A weird perspective (you view the game from the side of the pitch) and a decent control system, but it's all a bit slow.

*Rugby The World Cup* (Domark)

Available from Wizard Games

Tried to be the *Kick Off* of Rugby, and it succeeded. Fun, but not an awful lot of depth.

*Jehangir Khan World Championship Squash* (Krisalis)

Generally available

Certainly the best of the squash games around, but that really isn't saying much.

*International 3D Tennis* (GBH)

Available from Amma Software

If you can stop laughing at the stick-men players, this is actually an immensely playable sim.







MODERN  
CLASSICS

# ARCADE ADVENTURE

## DAVE GOLDER (CF23 - NOW)

**A**rcade action *är-kad'* *ak'shen*, adj. 1. That bit in *Terminator 2* when Arnie and the T1000 slug it out in an amusement arcade. 2. A game in which both your joystick dexterity and puzzle-solving are tested; many would say the ultimate computer game format. I certainly would. I reckon that the games recommended here aren't just the best arcade adventure games for the C64, they're the very best games ever in any genre. Period. So if you haven't got all of them (except the Croaker of course) do yourself a favour and get 'em right now!



## FIRST SAMURAI (UBI Soft)

**Originally released:** 1991 or 1993 (depending on your point of view)  
There was a gap of over a year between *CF* reviewing this game and you lot finally being able to buy it (it wasn't our fault Robert Maxwell fell off a boat and sank Mirrorsoft!), but it was well worth the wait. An oriental adventure in which you're pitted against a Demon King (aren't you always?), *First Samurai* has gorgeous graphics, glorious gameplay and an addiction factor that raised questions in the House of Commons. But then you'd expect nothing less from Commodore stalwarts Mev Dinc and John Twiddy, the men who also brought you *Last Ninja* and *Time Machine*.  
**Generally available**



## BATMAN - THE CAPED CRUSADER

(Hit Squad)

**Originally released:** 1989

Nope, this isn't the game of the film, and it's not really the game of the TV programme either, but stylistically it's certainly based firmly in the 60s camp (*groan!* - Ed). It has a comic strip feel to it, with screens framed like comic strip panels that stack up on top of each other and very over-the-top sprites (Batty's chest bulges more than Trent's wallet). There are two action-packed adventures to play, one against the Penguin the other against the Joker, and they're both really rather good and really tricky.  
**Available from Amma Software**

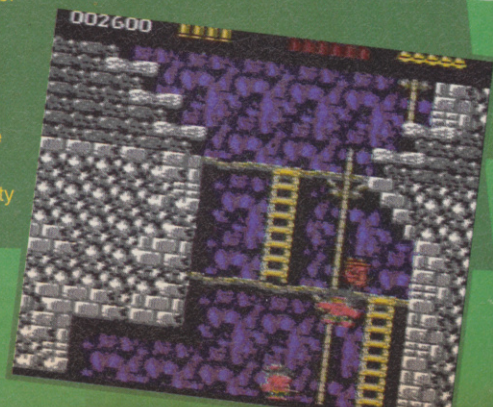
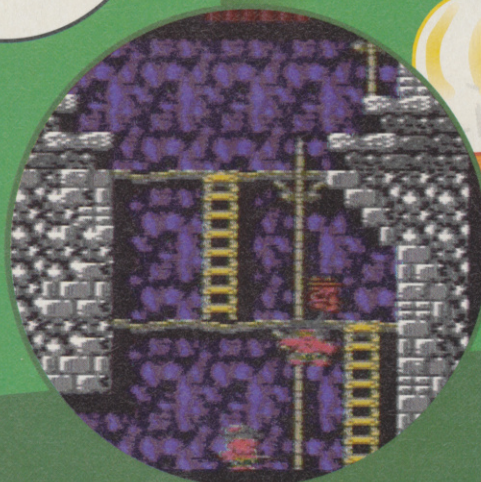


## RICK DANGEROUS 2

(Kixx)

**Originally released:** 1990

I admit that I'm biased here and would have stuck both of Rick's games in the Top Five given the chance. But as *CF* is a democracy - ie, Trent forced me to choose one or the other - so *Rick 2* got the vote, because, for once, bigger does mean better. It was Core Design's last project before they went solo and a pretty darned good job of a swansong they did too. This time the not-at-all-inspired-by-Indiana-Jones-honest-guv hero blasts into outer space to save the Earth. Superb graphics, loads of bonus rooms, smooth controls, tons of playability - *Rick Dangerous 2* has got the lot.  
**Generally available**





# ADVENTURE

## EXILE (Audiogenic)

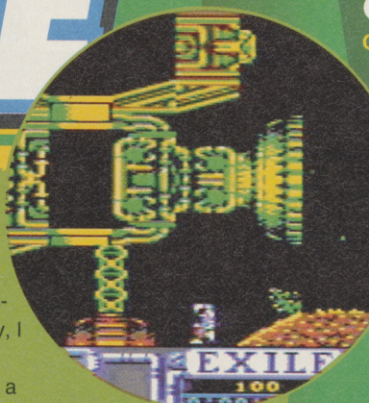
Originally released: 1991

Forgotten classics: *The Last Star Fighter*, *Star Cops*, Horror Bag crisps, *Exile*. All of them deserve reassessment, but there's only room for one here. So... blimey, I used to love those cheese flavoured... (snip - Ed)

Okay... *Exile* is a complex, multi-layered game with a deceptively simple plot. As a jet-packing space marine you have to reach the subterranean laboratory of the evil scientist Triax. What makes it's so brilliant is that the just about everything on screen accurately obeys the laws of physics. Add that to an incredibly versatile hero sprite, a huge map and more deft little touches than a Brazilian cup final and you've got a game that deserves to be in everybody's collection.

*Exile*'s complex controls take some getting used to, but the rewards are great.

Available from  
Software City



## LITTLE PUFF

(CodeMasters)

Originally released: 1990

Okay, *DJ Puff* was a great game but, don't ever, ever, ever be fooled into buying its predecessor. As with the original *Street Fighter*, you wonder how *Little Puff* ever managed to spawn such a brilliant sequel. It's stunningly, awfully, appallingly, terribly bad and altogether not very good.

The animation's rough, the puzzles sub-Dizzy standard and the character too twee for all but the toughest of tastes to tolerate. Look I know I'm having a bit of a go, but it's just that in comparison *DJ Puff's Volcanic Caper* was so good!

Available (if you're really desperate) from CodeMasters



## CREATURES 2 (Thalamus)

Originally released: 1992

Is there anything left to be said about this game? Who cares if there isn't? You can never praise *Creatures 2* enough. It's an awesome game from Apex, the team responsible for *Cyberdyne Warrior* and the original *Creatures*. But *Creatures 2* is the pinnacle (I couldn't bring myself to say apex) of their output (so far, see p.27). It's a grisly affair in which you, playing Fuzzie Clyde Radcliffe, have to rescue your Fuzzie fellows from evil torturers. The puzzles are ingenious, the graphics are amongst the best you'll ever see on the 64 and there are some deliciously silly sub-games.

Generally available



## CHECK 'EM OUT

*Rick Dangerous* (Kixx)

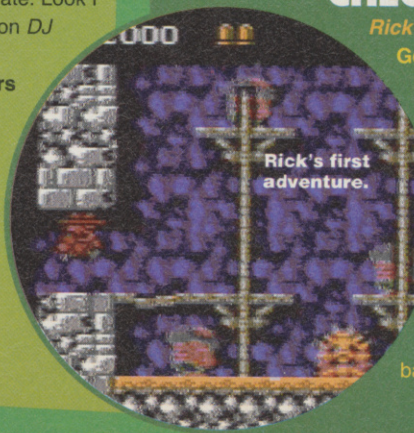
Generally available

The original Rick is still stonkingly good fun. Fast action and excellent graphics throughout.

*Dizzy Prince Of the Yolk Folk* (CodeMasters)

Generally available

Okay, generally here at CF we loathe the ovoid one, but we grudgingly have to admit that this episode in his adventures wasn't half bad at all, actually.





## DRIVING GAMES

LISA KELLET  
(CF30 -  
NOW)

**H**mm, I'm not sure how I ended up hosting this section. I haven't even got a driving licence. The nearest I get is when I drive people round the bend by nattering on about all the latest goss'. By the way did you know that Trent... (snip! - Ed). Anyway, I feel honoured to have been asked choose my five top racing games (though I suspect it has more to do with Roger being in the US and Sean Masterson having vanished off the face of the Earth). And here they are starting with... what was it Trenton? (Psst! Lotus Esprit Turbo Challenge - Ed)... So it was!

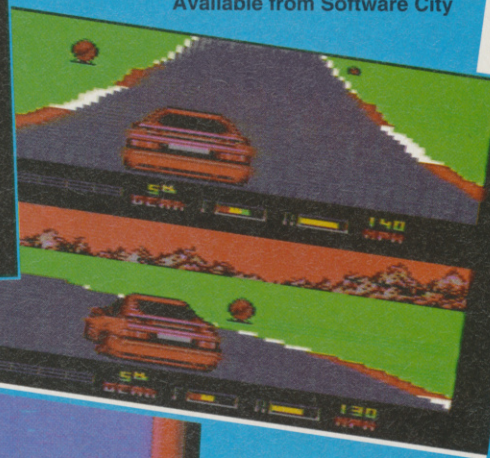


## LOTUS ESPRIT TURBO CHALLENGE (GBH)

Originally released: 1991

One of the best-selling games ever on the C64, *LETC* offers one of the most exciting two-player modes around. But that's not the only impressive thing about the game; how do 32 increasingly difficult tracks grab you? Or what about the options for manual or automatic gear boxes and three difficulty levels? And if that hasn't convinced you, the fact that the action is stupefyingly fast, the graphics are mightily impressive and the control system is about as responsive as you could hope for should. Lotuses are such sexy (hrrumph! - Ed) cars they deserve a game this good.

Available from Software City

LOTUS ESPRIT  
TURBO CHALLENGE

## OUTRUN EUROPA

(Kick Start)

Originally released: 1991

This was the third game in the *Outrun* series (following *Outrun* and *Turbo Out Run*) and the only one not to be based on a coin-op. It's a mad dash across Europe using all sorts of vehicles - a Porsche (ooh, definitely my type of car), a motor bike, jet skis - in a bid to recover some stolen documents from Germany. It's a slick, stylish game with a plot that adds an edge to the high-speed action and the different vehicles you get to control keep the gameplay fresh.

Generally available

STUNT CAR  
RACER (Kixx)

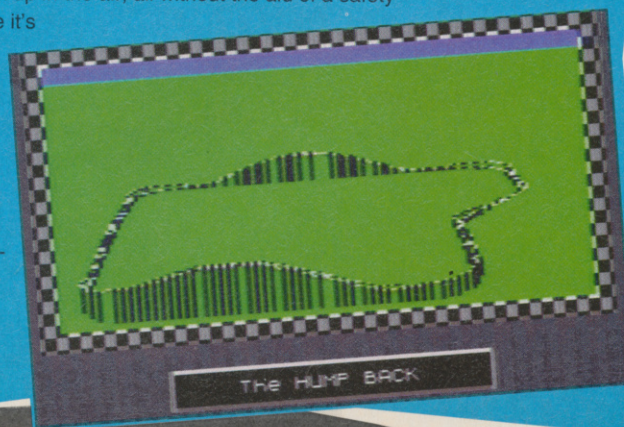
Originally released: 1989

This bears about as much resemblance to reality as an episode of *Neighbours* (especially the one where Daphne gave birth with her knickers on), so you can't exactly call it a sim. But blow realism, this is the most amazing driving experience you can have on the C64.

You drive a reinforced buggy around a bumpy, twisty and frankly very dangerous circuit that's a few hundred feet up in the air, all without the aid of a safety net. If you go off the side it's

straight down for you, mate - there's no corner cutting here. *Stunt Car Racer* is fast, addictive and exhilaratingly challenging action all the way, but then what else would expect from the programming genius that is Geoff Crammond?

Generally available





# AMES

## CISCO HEAT

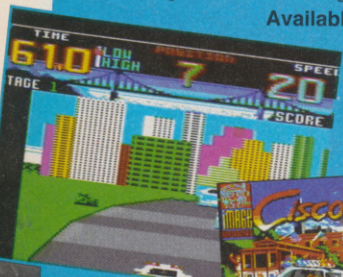
(Image Works)

Originally released: 1992

Less of the high speed chase through the streets of San Francisco that it tries to be and more of Monday morning stuck in a ten-mile traffic jam on the M25 between junctions 12 and 13. The frame rate is slower than the Embassy Snooker finals and you seem to be racing along the world's longest zebra crossing. Terrible.

Available from

Amma  
Software  
and Wizard  
Games

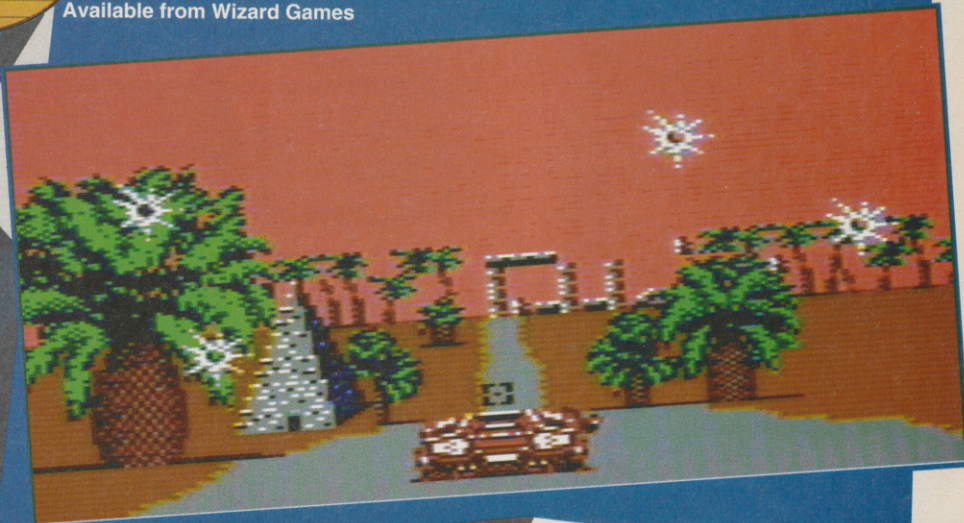


## TURBOCHARGE (System 3)

Originally released: 1991

Rumoured to be the fastest game ever on the C64, *Turbocharge* doesn't compromise any graphical detail or gameplay to accommodate this turn of speed. You're a customs officer in a missile-armed Lamborghini who's on the international trail of terrorists who have swiped some arms from the US army. You race through various countries shooting everything that gets in the way while being blasted by enemy cars and aircraft. Oh there's also a fuel shortage to contend with! *Turbocharge* features incredible attention to detail and more action than all the *Rambo* films put together. An unusual feature that works brilliantly is the steering – the car stays in a fixed position while the road appears to move. This may sound odd but it helps a great deal when it comes to avoiding obstacles.

Available from Wizard Games



## CHECK 'EM OUT

*Slicks* (CodeMasters) Generally available

A reasonable-enough overhead racer with small but perfectly formed cars.

*Super Monaco GP* (Klxx)

Available from Software City

This is a fairly decent conversion of the

coin-op that put you in the cockpit of a

Formula One car.

Okay, but not an essential buy.

*Chase HQ 2: SCI* (Ocean)

Available from Software City

The sequel to *Chase HQ*, and the better of the two, but it still lacks excitement

despite

being able to

blast away at

the other

cars. It's

fast but

annoyingly

jerky. One

for the

serious C64

racer fans only.

Supercars

Chase HQ 2

DAMAGE  
DISTANCE

## SUPERCARS (GBH)

Originally released: 1991

*Supercars* flies the chequered flag for overhead-viewed racers. It offers nine tracks of motorised mechanical mayhem (as they used to say in *Wacky Races*) in which the cars don't just race against each other, they also try to blast each other into mounds mangled metal. These cars, you see, appear to have been customised by the same people who did the bodywork on the cars in *Mad Max 2*; some of them are more like exceptionally nippy tanks than rally cars. You start off with a bog-standard vehicle with pea shooters for weapons, but the more money you win, the more enhancements you can make to your car. And you'll need them, because each track is more difficult than the last. It's a blast!

Generally available





# FRP & RPG



## JAMES LEACH (CF18 - CF26)

Computers take the work out of Fantasy and Role Playing Games, which is just as well because when it comes down to it I'm a lazy so and so. When you play these games for 'real' they're a mass of tables, weirdly-shaped dice and poncey elves called Barry. Your C64 can do all that for you, leaving you free to explore. Oh, and keep a reasonable map. Oh, and pay attention to every single detail. And not name your ranger Barry!

## LORDS OF MIDNIGHT

(Julian Rignall's Top Ten)

Originally released: 1985

Time's not been kind to Mr *Midnight*. Eight years of advances in graphics make poor *Lord* looking deeply sad, if not clinically depressed. In eight years, though, few games have even come close to *Ofs* level of absorbing gameplay.

Mike Singleton's classic graphic adventure (one of the very first, in fact) sets you up as a warrior Lord who must use his minions to capture, conquer and other things beginning with C the world. It may look bloomin' 'orrible, but it's still brilliant to play!

Generally available.

...lands on the Dunes of  
...Looking North to  
Forest of Shadows.



## DRILLER

(Virtual Worlds Compilation)

Originally released: 1988

Somewhat foolishly you've allowed yourself to be beamed on to a mining planet which is just about to explode. The only way to stop it is to position a series of rigs that will safely vent the planet's rising gas levels. Sculpted

in *Freescape*™, this game has you flying around the massive, deserted buildings and it's real spooky. And thanks to the 3D effects you get both beautiful gameplay and atmospheric alien graphics right in your face!

Generally available.



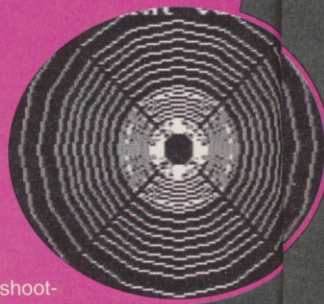
## ELITE (Rainbird)

Originally released: 1985

Okay I know that *Elite* isn't strictly an RPG, but what other category would it live in? (And we really wanted to recommend it somewhere.) It may look like a flight sim but you fly through space. It may look like a strategic trading game, but you get involved in laser duels. The fighting may make it seem like a shoot-

'em-up but there are huge missions to complete. *Elite* basically has it all. It creates a wire-frame universe in which you can pursue a career of either good or evil. It develops slowly but is worth the wait!

Generally available.



| LIVE MARKET PRICES |      |                    |          |
|--------------------|------|--------------------|----------|
| PRODUCT            | UNIT | UNIT PRICE FOR 100 | QUANTITY |
| Food               | 1    | 3.6                | 164      |
| Textiles           | 1    | 28.8               | 174      |
| Medicines          | 1    | 25.2               | 174      |
| Slaves             | 1    | 25.2               | 174      |
| Luxuries           | 1    | 25.2               | 174      |
| Weapons            | 1    | 25.2               | 174      |
| Computers          | 1    | 25.2               | 174      |
| Alloys             | 1    | 25.2               | 174      |
| Plastics           | 1    | 25.2               | 174      |
| Fuels              | 1    | 25.2               | 174      |
| Minerals           | 1    | 25.2               | 174      |
| Gold               | 1    | 25.2               | 174      |
| Platinum           | 1    | 25.2               | 174      |
| Sea-Steals         | 1    | 25.2               | 174      |
| Alien Items        | 1    | 25.2               | 174      |



# HEROQUEST

## HEROQUEST

(GBH)

**Originally released:** 1991

Based on the world-beating board game, *HeroQuest* bought arcade practices to the RPG world. 12 missions await the four warriors. Monsters must be slain, magic spells cast and fiendish puzzles unpuzzled fiendishly. It looks simple but the speed at which the game can be played soon lets you rush in where

angels (and we're talking the large leather-clad gentlemen with Harley Davidsons) fear to tread! And for the seasoned *HeroQuester* there's the *Return of the WitchLord* Expansion Pack to keep 'em adventuring. **Generally available.**



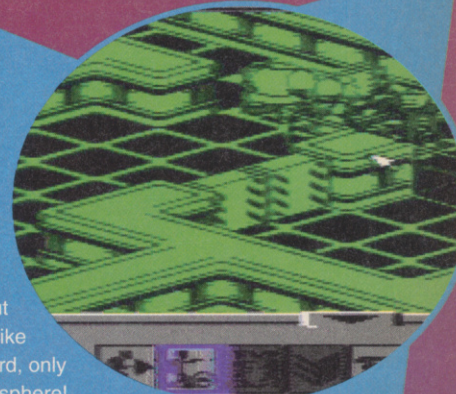
## CHECK 'EM OUT

*Space Crusade*  
(Gremlin)

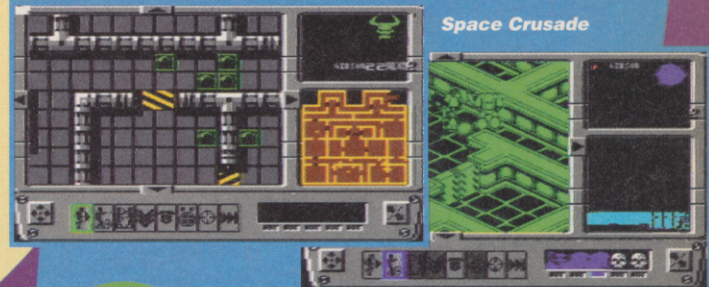
**Generally available**

The description

"*HeroQuest* with guns" sounds a little harsh, but it's a compliment! Just like *HQ* it plays fast and hard, only with a cyberpunk atmosphere!



**Space Crusade**



**Lord Of The Rings**

**Lord of the Rings**

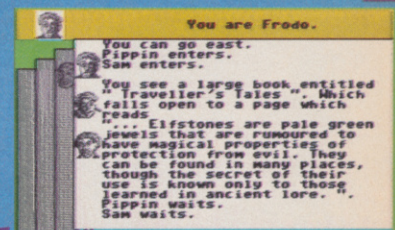
(Melbourn House) **Generally available on the Tolkien Trilogy.**

Taking the classic tale as its inspiration, this graphic adventure allows you to explore Middle Earth and interact with famous fantasy folk. The fact that it's only available as part of a trilogy is actually good

news, as

you also get

the excellent *Hobbit* and the fairly average *Shadows Of Mordor* to play as well. In fact the *Tolkien Trilogy* is almost as big a challenge as trying to plough through the books!



**Lord Of The Rings**

## ELVIRA 2

(Flair)

**Originally released:**

1992

Queen B productions' finest moment is marred by the kidnapping of its biggest star (in more than one respect) and boss, Elvira. Some schmuck has to go and find her. Guess who that might be? Brilliant player's point-of-view graphics bring this game to life. Corpses fall out of closets, bats loom out of the dark and a seemingly ceaseless procession of folk who would like to kill you in one way or another populate the game.

*Elvira 2*'s big, bigger than big, bigger than bigger than big, bigger than bigger than bi...

(yeah, we get the idea, James - Ed) but there's a price to pay for such sweet sights - this is possibly the worst multiloading nightmare imaginable. Few such loading slogs reward you with such gameplay or graphics, though!

**Available from the Publisher.**



Adventures are a weird genre.

It's easy to find games that

everybody recognises as classics but

it's almost impossible to find ones that everybody hates - okay, loads of people hate all adventures, period, because they are such an idiosyncratic style of game. But this section wasn't designed for them (get thee to a shoot-'em-up section, as my old mate Shakey used to say). So I'm sorry team, I can't do this bit. Do you want to put a silly pic of a frog in here instead? No...? That was the kind of humour we used to indulge in when I was on the mag.





# MODERN CLASSICS

# STRATEGY



## COLIN CAMPBELL (CF14 - CF17)

For me the best games are those which force you to think. Games that force you recognise tactical patterns, balance disparate forces and use limited resources for maximum effect. When you win, you know why. It's good for the ego, but it also leaves you pondering other possible outcomes or permutations. Strategy games force you to work for your victory, but who says an easy life would be fun anyway?

## ZOIDS

(Big Box 2/Julian Rignall's Top Ten)

Originally released: 1986

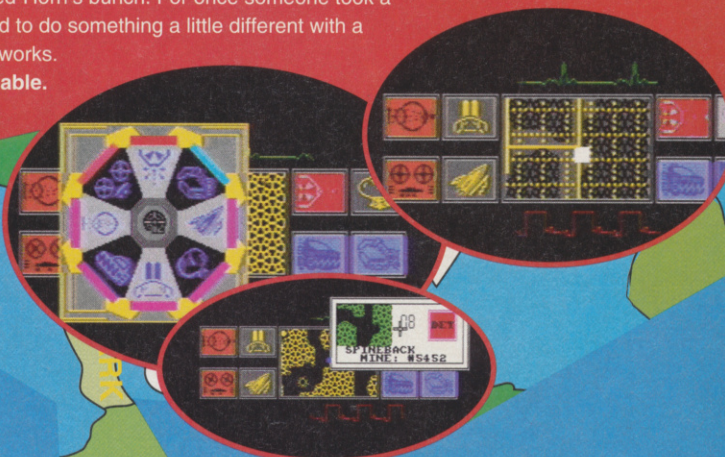
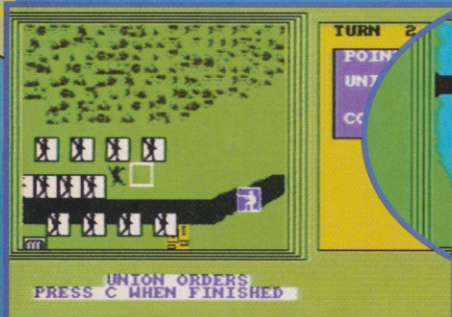
Clockwork plastic toy dinosaurs might seem like weird things to base a strategy game on but don't hold that against this superb slice of software. Two opposing forces of *Zoids* (red and blue) are going at it hammer and tongs, fighting for control of a dwindling supply of minerals. You must marshal your small *Zoid* force so that it can withstand the fearsome onslaught of Red-Horn's bunch. For once someone took a chance and tried to do something a little different with a licence – and it works.

Generally available.

## JOHNNY REB 2 (Lothlorien)

Originally released: 1986

In a spooky art-imitates-the-FA Cup kind of way the North and South (of America, that is) are locked in a hostile civil war. Forget all that 'brother fighting brother' and 'Red Badge of Courage' malarkey, this is a serious wargame, and so life is cheap – or at least easily re-loadable. You're the general who's charged with winning each battle by deciding where each unit should move and who they should shoot at. Best played against a friend, it's a fast wargame that really makes you feel good about sending thousands to their death. Generally available.



## FOOTBALL MANAGER 3

(Addictive)

Originally released: 1993

Controlling a footie club is no breeze – just ask Messers Clough and Venables!

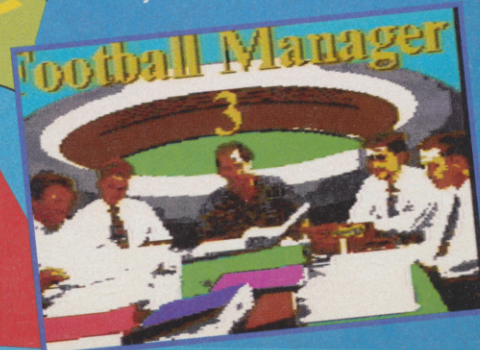
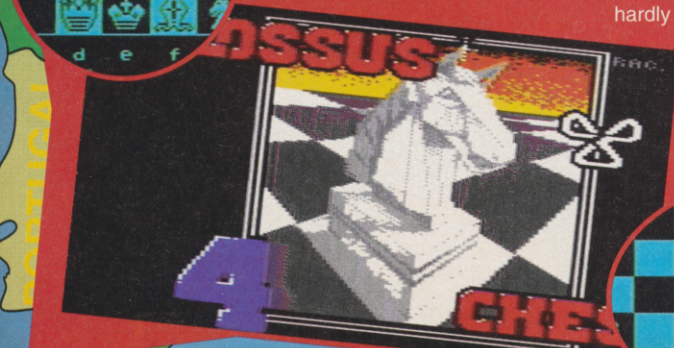
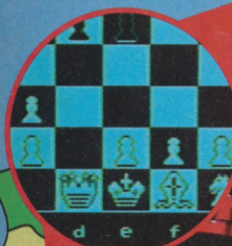
*Football Manager 3* gives you all the power and responsibility but takes away the painful repercussions of unemployment (and being publicly humiliated in the tabloids). Awaiting your every whim, word and wondrous decision is an ailing third division footie club. All you have to do is win the Premier League. Easy really! Neat icon controls and good match info make this one a must for a serious power freaks!

Generally available.

## COLOSSUS CHESS 4 (CDS)

Originally released: 1987

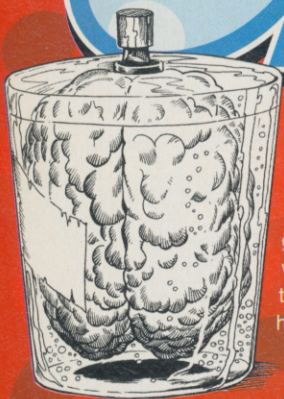
Well it's Chess, it's colossal and it's the fourth in the series. There's not really a lot more you can say than that. It's the classic strategic board game brought to life on your C64. The graphics are hardly stunning – what would you expect? – but it plays a mean game. Do your brain a favour and give check this out. Generally available





MODERN CLASSICS

## ODDITIES



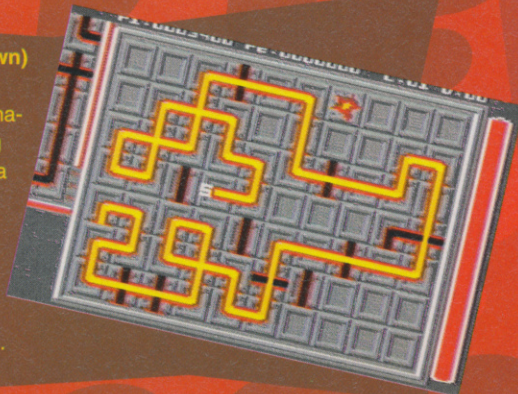
## THE MIGHTY BRAIN (CF1-NOW)

**T**ypical. I get to do the leftovers, the games that don't fit into any other categories. This is the way I always get treated by that irksome Webb fellow. I was going to use a bit of telepathic manipulation on him, but when I thought about it, there are some mighty fine games that cry out to be recommended but aren't, well, pigeon-hole-able. So yes, I will host this section, but still under protest – it's the principle of the matter that counts. Besides telepathy requires your 'victim' to have a brain!

## PIPEMANIA (Touchdown)

Originally released: 1989

Long before Mario became an international superstar computer plumber was championed by this Corker of a puzzler. You try to keep the ever-advancing ooze flowing by placing oddly-shaped, randomly-selected pieces of pipe on a grid. Fast, furious and frustrating it's the puzzle game that even non-puzzle fans love. Generally available



## UGH! (Global Software)

Originally released: 1992

Not so much a case of *Ugh!* as *Ooh!* About as historically inaccurate as you can get with a little caveman in a bamboo-constructed taxi-helicopter who has to pick up fares and deliver them. A sure and precise touch is the key to success in this one.

Available from  
Software City



## KLAX (Tengen/Domark)

Originally released: 1990

The big publicity hoo-hah about this concerned the fact that it was supposed to be the first ever game that was released on home computer and into the arcades on the same day. Guess what? The computer version was a tad late. But it was worth the wait. Blocks roll along conveyor belt towards you and you have to catch them on a paddle and deposit them in the grid in the hope of making point-scoring lines. Okay, it's another *Tetris* variant, but the variations make for a refreshingly original slant on the genre. Available from Direct Software



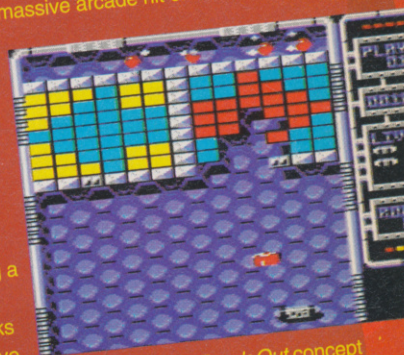
## ARKANOID (The Hit Squad)

Originally released: 1986

Back in 1986 Taito took one of the most ancient arcade games formats, *Break Out*, spruced it up a bit, called it *Arkanoid* and had a massive arcade hit on their hands.

Not long after that the C64 version came out and likewise, it was hugely successful. And it's still worth searching out. The basic idea of bouncing a ball off a wall to destroy the bricks is still as addictive as ever and the enhancements to the *Break Out* concept – pick-ups giving you double-width bats, extra lives, laser fire and other goodies – make it double plus good.

Available from Wizard Games and Software City

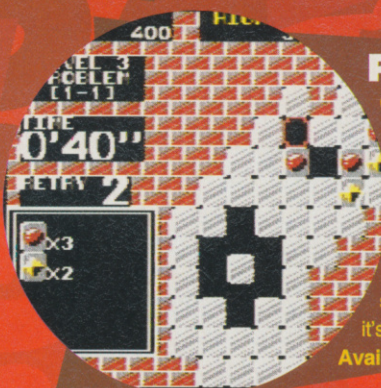


## PUZZNIC (Ocean)

Originally released: 1990

Of Ocean's pair of P-prefaced puzzle games that came in 1990, *Puzznic* left *Plotting* pottering around in the realms of also-rans. It's gritted-teeth-inducing gameplay involved getting similarly-marked blocks to collide with each other and vanish before the screen filled up. Okay it sounds like *Tetris*, and it is similar, but we reckon it's a lot more fun, and certainly better-looking.

Available from Amma Software and Wizard Games



## KENTUCKY RACING

(Alternative)

A fairground sideshow sim which has less point to its existence than the zip on Trenton's wallet. Basically by throwing balls into high-scoring holes you move a horse along a track. It's got a two-player mode, but you'd be hard pressed to find anyone dim enough to join you in a game. Truly dreadful.

Available from Wizard Games







# WHAT YOU CAN GET AND WHERE YOU CAN GET IT

If it's a C64 game and it's still on sale, then it'll be in the CF mega-list of over 1,000 C64 games currently available.

|                                           |                                                       |                                                  |                                        |                                                 |                                         |                                                 |                                       |
|-------------------------------------------|-------------------------------------------------------|--------------------------------------------------|----------------------------------------|-------------------------------------------------|-----------------------------------------|-------------------------------------------------|---------------------------------------|
| A Dark Sky Over Paradise (The Guild)      | P/T/D                                                 | Bionic Commando (Kixx)                           | P/T • C: Multimix 3                    | Combat Zone (Alternative)                       | E/T • Wizard/T • C: Ginormous Pack      | Double Dragon 2 (Tonix)                         | E/T • G/T                             |
| Ace 2 (Encore)                            | Amma/T • C: Supreme Challenge                         | Bionic Ninja (Zeppelin)                          | E/T • Wizard/T • P/T                   | Commando (Elite)                                | E/T/D • Wizard/D                        | Dracunas (Zeppelin)                             | E/T                                   |
| Ace/Ace 2 (Elite)                         | E/T                                                   | Bismark                                          | Amma/T                                 | Confusion (Alternative)                         | E/T                                     | Dragon Ninja (Hit Squad)                        | Amma/T • C: Ninja Collection          |
| Acrojet (Kixx)                            | G/T                                                   | Black Hornet (Hi-Tec)                            | Amma/T                                 | Confusion (Alternative)                         | G/T • C: 4 Most Toppers                 | Dragon Spirit (Hit Squad)                       | G/T • P/T                             |
| Action Fighter (Kixx)                     | Amma/T • P/D                                          | Black Jack Academy (Software Business)           | E/D                                    | Continental Circus (Tonix)                      | E/T/D • G/D • C: Grandstand Collection  | Dragons Of Flame (Kixx)                         | Amma/T • P/T                          |
| Action Pack (Comp)                        | Amma/T                                                | Black Thunder (Grandslam)                        | P/T • C: Grandstand Collection         | Cool Croc Twins (Arcade Masters)                | City/T                                  | Dream Team (Comp) (Ocean)                       | City/T • P/T/D                        |
| Action Service (Fun Factory)              | E/T                                                   | Blazing Thunder (Hi-TEC)                         | E/T                                    | Cool World (Ocean)                              | G/T • P/T/D                             | Driller (Hit Squad)                             | G/T • C: Julian Rignall Top 10        |
| Addams Family (Ocean)                     | G/T • P/T/D                                           | Blinky's Scary School (Zeppelin)                 | E/T/D • P/T                            | Core (Grandslam)                                | P/T • C: Grandstand Collection          | E Motion (US Gold)                              | Wizard/T                              |
| Addicta Pack Comp                         | Amma/T                                                | Blood Money (Psygnosis)                          | Amma/T • P/T/D                         | Corya The Warrior Sage Part 1 (The Guild)       | CF32/T                                  | Explosive Nest (Fun Factory)                    | E/T                                   |
| Advanced Dungeons And Dragons (SSI)       | Wizard/T                                              | Blue Baron (Zeppelin)                            | Wizard/T • P/T                         | Corya The Warrior Sage Part 2 (The Guild)       | CF32/T                                  | Edd The Duck (Zeppelin)                         | E/T/D • G/T/D • P/T                   |
| Advanced Fruit Machine (CodeMasters)      | E/T                                                   | Blue Thunder (Elite)                             | E/T                                    | Corya The Warrior Sage Part 3 (The Guild)       | CF34/T                                  | Election (Virgin)                               | Wizard/T                              |
| Advanced Pinball Simulator (CodeMasters)  | E/T/D                                                 | BMX Kids (Firebird)                              | E/T                                    | Cosmic Gauseway (Gremlin)                       | Wizard/T/D • CF26/T                     | Eliminator (21st Century)                       | E/T/D                                 |
| Advanced Rugby Simulator (CodeMasters)    | E/T                                                   | BMX Ninja (Alternative)                          | Wizard/T • C: Ginormous Pack           | Cosmic Pirate (Byte Back)                       | E/T                                     | Elven Warrior (Fun Factory)                     | Amma/T • C: Supreme Challenge         |
| Advanced Ski Simulator (CodeMasters)      | E/T                                                   | BMX Simulator (CodeMasters)                      | E/T                                    | Cosmonaut (CodeMasters)                         | E/T                                     | Elvira 2 (Flair)                                | P/T                                   |
| Adventure In Time And Space (The Guild)   | P/T                                                   | BMX Simulator 2 (CodeMasters)                    | E/T                                    | Count Duckula (Alternative)                     | E/T • G/T • P/T                         | Elvira Mistress Of The Dark (Flair)             | P/D                                   |
| Afterburner (Hit Squad)                   | Amma/T • P/T                                          | BMX Simulator 2 (CodeMasters)                    | E/T                                    | Count Duckula 2 (Alternative)                   | Amma/T • P/T                            | Elvira The Arcade Game (Flair)                  | Wizard/T • P/T                        |
| Agent Orange (Grandslam)                  | G/T • C: Grand Stand Collection                       | Bomb Squad (Zeppelin)                            | G/T • P/T                              | Country Cricket                                 | City/T                                  | Emlyn Hughes International Soccer (Audioactive) | G/T                                   |
| Air/Sea Supremacy Comp (UBI)              | City/T                                                | Bomber (G/T)                                     | CF26/T                                 | Cover Girl Poker (Emotional Pictures)           | Wizard/D                                | Empire Strikes Back (Hit Squad)                 | Wizard/T • P/T                        |
| Airborne Ranger (Kixx)                    | Amma/T                                                | Bombfusion (Tonix)                               | E/T                                    | Cowboy Kidz (Byte Back)                         | E/T                                     | Enduro Racer (Hit Squad)                        | Amma/T • P/T                          |
| Airwolf (Elite)                           | E/T/D                                                 | Bombjack 2 (Elite)                               | E/T/D                                  | Crack Up (Atlantis)                             | E/T                                     | Endzone (Alternative)                           | E/T                                   |
| Airwolf 2 (Elite)                         | E/T/D • Amma/T                                        | Bonanza Brothers (US Gold)                       | Wizard/T                               | Crackdown (Kixx)                                | Amma/T • P/T                            | England (Grandslam)                             | Wizard/T • P/T                        |
| Alcazar (Tonix)                           | E/T                                                   | Bored Of The Rings (The Guild)                   | P/T/D                                  | Crazy Cars (Ocean)                              | E/T • Amma/T • P/T                      | Escape From Sinpes Castle (Encore)              | Wizard/D                              |
| Alien Storm (US Gold)                     | Wizard/T                                              | Boulderdash 2 (Prism)                            | E/T                                    | Crazy Erbert (Alternative)                      | City/T • C: Classic Arcade 2            | Escape From the Planet Of The Robot Monsters    | Amma/T • P/T • C: TNT2                |
| Aliens - US (Alternative)                 | E/T                                                   | Boulderdash Construction Kit (Software Business) | E/T/D                                  | Cricket International (Alternative)             | E/T • G/T                               | Escape To Freedom (The Guild)                   | P/T/D                                 |
| All American Basketball (Zeppelin)        | P/T                                                   | Bouncing Heads (Zeppelin)                        | Wizard/T • P                           | Cricket Crazy (Alternative)                     | E/T                                     | Esposage (Grandslam)                            | P/T • C: Grandstand Collection        |
| Alleykat (Hewson)                         | Wizard/T • C: Heatwave                                | Bounty Hunter (The Guild)                        | P/T/D                                  | Cricket International (Alternative)             | E/T • Amma/T • P/T                      | EWast (US Gold)                                 | E/T                                   |
| Altered Beast (Hit Squad)                 | Amma/T • P/T                                          | Boxing Manager (DAH)                             | G/T • P/T                              | Cricket Master (Challenge)                      | E/T • Amma/T                            | Euro Boss (Challenge)                           | E/T • G/T • C: Soccer 6               |
| Alternative World Games (Gremlin)         | CF27/T                                                | Bubble Bobble (Hit Squad)                        | G/T • P/T                              | Cross Fire (Atlantis)                           | E/T                                     | European Champions (Idea)                       | City/T • C: Soccer 6                  |
| Amazing Spellman (Empire)                 | CF21/T                                                | Bubble Dizzy (CodeMasters)                       | G/T • P/T                              | Crystal Kingdom Dizzy (CodeMasters)             | G/T • P/T                               | European Soccer Challenge (Fun Factory)         | E/T/D                                 |
| Amazon (The Guild)                        | P/T/D                                                 | Buggy Boy (Elite)                                | E/T/D                                  | Cun Boy (CodeMasters)                           | P/T • C: Super Sports Challenge         | Evil Crown (Grandslam)                          | Wizard/T                              |
| American 3D Pool (Zeppelin)               | G/T • P/T                                             | Bully's Sporting Darts (Alternative)             | G/T • P/T                              | Cup Football (DAH)                              | Amma/T • P/T                            | Evil Crown (Grandslam)                          | P/T • C: Grandstand Collection        |
| American Football (Grandslam)             | P/T • C: Grandstand Collection                        | Bump Set Spike                                   | Wizard/T                               | Cursed Be The City (The Guild)                  | P/T/D                                   | Exile (Audioactive)                             | City/T                                |
| American Tag Team Wrestling (Zeppelin)    | G/T • P/T                                             | Cabal (Hit Squad)                                | Wizard/T • P/T                         | Cyberball (Hit Squad)                           | G/T • P/T                               | Exolon (21st Century)                           | E/T • Wizard/T                        |
| Anapath (Lamasoft)                        | E/T                                                   | California Games (Kixx)                          | P/T • C: Fun Force 3                   | Daily Double Horse Racing (CDS)                 | E/T/D • City/T                          | Exploding Wall (Byte Back)                      | E/T                                   |
| Andy Capp (Alternative)                   | CF20/T                                                | Captain Blood (Fun Factory)                      | E/T                                    | Dalek Attack (Alternative)                      | City/T • P/T                            | Extreminator (Audioactive)                      | Amma/T                                |
| Ant Attack (Grandslam)                    | E/T                                                   | Captain Dynamo (CodeMasters)                     | E/T • G/T                              | Daley Thompson's Decathlon (Hit Squad)          | Amma/T • P/T                            | F1 Torpedo (Zeppelin)                           | E/T/D • G/T/D • P/T                   |
| Antiraid (Hi-TEC)                         | CF19/T                                                | Captain Fuzz (Psygnosis)                         | Wizard/T • P/D                         | Daley Thompson's Olympic Challenge (Hit Squad)  | P/T                                     | F14 Tomcat (Activision)                         | Wizard/T                              |
| APB (Hit Squad)                           | Amma/T • P/T                                          | Carnage (Zeppelin)                               | G/T • P/T                              | Daley Thompson's Superfest (Hit Squad)          | E/T • G/T                               | F15 Strike Eagle (Kixx)                         | G/T • P/T • C: Air/Sea Supremacy      |
| Aqua Blast (CF)                           | CF19/T                                                | Carrier Command (Rainbird)                       | City/T • C: Air/Sea Supremacy          | Daley Thompson's Decathlon (Ocean)              | E/T                                     | F16 Combat Pilot (Digital Integration)          | G/T/D                                 |
| Arcade Flight (CodeMasters)/E/T •         | P/T • C: Smash 16                                     | Cartoon Collection (CodeMasters)                 | P/T                                    | Dan Dare (Virgin)                               | Amma/T • C: Julian Rignall Top 10       | FA Cup (Virgin)                                 | Wizard/T                              |
| Arcade Fruit Machine (Zeppelin)           | Amma/T • P/T                                          | Case Of The Mixed Up Shymer (The Guild)          | P/T/D                                  | Dan Dare 2 (Tonix)                              | E/T • Wizard/T                          | Fabled Treasure Of Xoscar (The Guild)           | P/T/D                                 |
| Arcade Trivia Quiz (Zeppelin)             | P/T                                                   | Castle Master (Hit Squad)                        | G/T • P/T • C: Virtual Worlds          | Dan Dare 3 (Virgin)                             | Wizard/T                                | Fallen Angel (Alternative)                      | E/T • Wizard/T                        |
| Arkanoed (Hit Squad)                      | City/T • P/T                                          | Cauldron 182 (Hi-TEC)                            | E/T                                    | Dance Of The Vampires (The Guild)               | P/T/D                                   | Famous Five (Enigma)                            | CF24/T                                |
| Arkanoed 2 (Hit Squad)                    | G/T • P/T                                             | Cauldron 2 (Silverbird)                          | E/T                                    | Dandy (Alternative)                             | E/T                                     | Fantastic Soccer (Zeppelin)                     | E/T • Wizard/T • P/T                  |
| Armalyte (Kixx)                           | City/T • P/T                                          | Cavemania (Atlantis)                             | E/T/D • Amma/T                         | Danger Adventurer At Work (The Guild)           | P/T/D                                   | Fantasy World Dizzy (CodeMasters)               | E/T • P/T • C: Dizzy Collection       |
| Armourkillo (CodeMasters)                 | E/T                                                   | Championship 3D Snooker (Zeppelin)               | P/T                                    | Danger Adventurer At Work 2 (The Guild)         | P/T                                     | Fast Food (CodeMasters)                         | E/T • G/T • P/T • C: Dizzy Collection |
| Army Moves (Alternative)                  | E/T • Wizard/T • C: Ginormous Pack                    | Championship Baseball (Alternative)              | E/T                                    | Dark Empire (Grandslam)                         | P/T • C: Grandstand Collection          | Fifth Gear (Hewson)                             | Wizard/T • CF28/T                     |
| Arnie (Zeppelin)                          | G/T • P/T                                             | Championship Basketball (Alternative)            | City/T • P/T • C: 4 Most World Sports  | Darkman (Hit Squad)                             | G/T • P/T                               | Fighting Warrior (Tonix)                        | E/T                                   |
| Arnie 2 (Zeppelin)                        | City/T • P/T                                          | Championship Jettis (CodeMasters)                | E/T                                    | Days Of Thunder (Mindscape)                     | E/T/D                                   | Final Blow (Storm)                              | Wizard/D                              |
| Arnold The Adventurer (The Guild)         | P/T/D                                                 | Championship Sprint (Alternative)                | E/T                                    | Dead End (The Guild)                            | P/T/D                                   | Final Fight (Kixx)                              | P/T • C: Super Fighter                |
| Assault Course (Fun Factory)              | E/T                                                   | Championship Wrestling (Kixx)                    | Amma/T • P/T                           | Dead Or Alive                                   | Wizard/T • C: Ginormous Pack            | Final Whistle (Anco)                            | Wizard/T                              |
| ATA (PD)                                  | CF33/T                                                | Chart Attack Comp (Gremlin)                      | G/T                                    | Deadly Evil (Fun Factory)                       | E/T                                     | Firelord (21st Century)                         | E/T/D • Wizard/T • C: Heatwave        |
| Atlan (The Guild)                         | P/T/D                                                 | Chase HQ (Hit Squad)                             | Amma/T • P/T                           | Deep Strike (Elite)                             | E/T                                     | Fireman Sam (Alternative)                       | G/T • P/T                             |
| Atom Ant (Hi-TEC)                         | E/T                                                   | Chase HQ 2 (Ocean)                               | G/Cart                                 | Deep Strike (Elite)                             | E/T                                     | Firepower (Software Business)                   | E/T/D                                 |
| Atomino (Psygnosis)                       | Wizard/T • P/T                                        | Chubby Gristle (Grandslam Video)                 | E/T • P/T • C: Grandstand Collection   | Delcom (Grandslam)                              | P/T • C: Grandstand Collection          | First Post The Post (DAH)                       | E/T                                   |
| Attack of the Mutant Camels (Lamasoft)    | CF19/T                                                | Chuckie Egg 1 (Pick And Choose)                  | G/T                                    | Della (Thalamus/Kixx)                           | G/T • P/T • C: Julian Rignall Top 10    | First Samurai (UBI Soft)                        | G/T • P/T                             |
| ATV Simulator (CodeMasters)               | E/T                                                   | Chuckie Egg 2 (Pick And Choose)                  | G/T                                    | Demingo (The Guild)                             | P/T                                     | First Strike (Elite)                            | CF28/T                                |
| Aul Wiershen Monty (Kixx)                 | P/T • C: Multimix 2                                   | Circus Attractions (Rainbow Arts)                | E/D                                    | Devastating Blow (Beyond Belief)                | E/T • G/T • P/T                         | Fist 2 (Melbourne House)                        | Amma/T                                |
| Ausage Doggie and Doggie Daddy (Hi-Tec)   | Wizard/T                                              | Circus Heat (Image Works)                        | G/T/D                                  | Dick Tracy (Empire)                             | Wizard/T                                | Fist Fighter (Zeppelin)                         | City/T • P/T                          |
| Australian Rules Football (Alternative)   | E/T • City/T • P/T • C: 4 Most Balls Boots And Brains | CJ In The USA (CodeMasters)                      | G/T                                    | Die Hard 2 (Grandslam)                          | Amma/T • P/T                            | Flight Pack Compton                             | Amma/T                                |
| Auto Test                                 | Amma/T                                                | CJ's Elephant Antics (CodeMasters)               | E/T • G/T • P/T • C: Quattro Megastars | Dizzy (CodeMasters)                             | E/T/D • G/T • P/T • C: Dizzy Collection | Flintstones (Grandslam)                         | P/T • C: Grandstand Collection        |
| Axens (Alternative)                       | City/T • C: Classic Arcadia                           | Classic Arcade 2 (Alternative)                   | E/T • G/T • P • C: Quattro Megastars   | Dizzy Collection Comp (CodeMasters)             | City/T • P/T                            | Football Frenzy (Alternative)                   | E/T                                   |
| Base (Psygnosis)                          | P/T/D                                                 | Classic Arcade 2 Comp (Alternative)              | G/T • P/T                              | Dizzy Dice (Fun Factory)                        | E/T • D                                 | Football Manager (Addictive)                    | E/T • G/T • C: Soccer Spectacular     |
| Backlands (Hit Squad)                     | G/T • P/T • C: TNT2                                   | Classic Arcade 3 Comp (Alternative)              | G/T • P/T                              | Dizzy Down The Rapids (CodeMasters)             | E/T • G/T • P/T • C: Dizzy Collection   | Football Manager 2 (Addictive)                  | E/T/D • Amma/T                        |
| Ball Blaster (Zeppelin)                   | Wizard/T • P/T                                        | Classic Punter (GTI Software)                    | E/T                                    | Dizzy Panic (CodeMasters)                       | G/T • C: Dizzy's Excellent Adventures   | Football Manager 3 (Addictive)                  | E/T/D                                 |
| Ballistics (Psygnosis)                    | P/T/D                                                 | Classic Punter (GTI Software)                    | E/T                                    | Dizzy Prince Of The Yolk Folk (CodeMasters)     | G/T • C: Dizzy's Excellent Adventures   | Football Manager World Cup (Addictive)          | E/T/D • Amma/T                        |
| Bangers And Mash (Alternative)            | G/T • P/T                                             | Cloud Kingdoms (Logotron)                        | Amma/T • C: Chart Attack               | Dizzy Spellbound (CodeMasters)                  | Amma/T                                  | Footballer Of The Year (Kixx)                   | P/T                                   |
| Barbarian 2 (Kixx)                        | Amma/T • P/T • C: Julian Rignall Top 10               | Cobra (Hit Squad)                                | Amma/T • P/T                           | Dizzy's Excellent Adventures Comp (CodeMasters) | City/T • P/T                            | Footballer Of The Year 2 (Gremlin)              | E/T/D • Amma/T                        |
| BAT (UBI Soft)                            | Wizard/D                                              | Cobra Force (Fun Factory)                        | E/T                                    | DJ Pull (CodeMasters)                           | Amma/T                                  | Forgotten Worlds (Kixx)                         | P/T                                   |
| Batman Caped Crusader (Hit Squad)         | Amma/T • P/T                                          | Colossus 4 Bridge (CDS)                          | E/T/D • G/T                            | Domes Of Sha (The Guild)                        | City/T • P/T                            | Formula 1 Simulator (Mastertronic)              | Wizard/T                              |
| Batman The Movie (Hit Squad)              | Amma/T • P/T                                          | Colossus 4 Chess (CDS)                           | E/T/D • G/T/D                          | Double Dare (Alternative)                       | City/T • P/T                            | Frank Bruno WC Boxing (Elite)                   | E/T/D                                 |
| Battle Chess (Electronic Arts)            | City/D                                                | Combat Lynx (Elite)                              | E/T • Wizard/T                         | Double Dragon (Mastertronic)                    | E/T • Amma/T • C: Ninja Collection      | Frankenstein (Zeppelin)                         | P/T                                   |
| Battle Command (Ocean)                    | City/Cart • P/D/Cart                                  | Combat School (Hit Squad)                        | G/T • P/T                              |                                                 |                                         | Frankenstein Jr (CodeMasters)                   | E/T • P/T • C: Smash 16               |
| Battle Ships (Encore)                     | E/T/D                                                 |                                                  |                                        |                                                 |                                         | Freddy Hardest (Alternative)                    | E/T                                   |
| Battleships (Elite)                       | E/T/D                                                 |                                                  |                                        |                                                 |                                         | Frighmare (Alternative)                         | E/T                                   |
| Batty (Elite)                             | E/T                                                   |                                                  |                                        |                                                 |                                         | Fruit Machine (Zeppelin)                        | E/T/D                                 |
| Beach Head (Kixx)                         | P/T • C: Multimix 2                                   |                                                  |                                        |                                                 |                                         | Fun Force Three (Comp) (Kixx)                   | P/T                                   |
| Beach Head 2 (Kixx)                       | P/T • C: Multimix 2                                   |                                                  |                                        |                                                 |                                         | Fury (Alternative)                              | City/T • C: 4 Most Thrillers          |
| Beyond The Ice Palace (Elite)             | E/T/D                                                 |                                                  |                                        |                                                 |                                         | Future Bike Simulator (Hi-TEC)                  | E/T                                   |
| Biff (Beyond Belief)                      | E/T • City/T • P/T                                    |                                                  |                                        |                                                 |                                         |                                                 |                                       |
| Big Nose (CodeMasters)                    | E/T                                                   |                                                  |                                        |                                                 |                                         |                                                 |                                       |
| Big Trouble In Little China (Alternative) | E/T • Wizard/T                                        |                                                  |                                        |                                                 |                                         |                                                 |                                       |
| Bigfoot (CodeMasters)                     | E/T/D • G/T • P/T • C: Quattro Megastars              |                                                  |                                        |                                                 |                                         |                                                 |                                       |

## FREE, GRATIS, FOR NOTHING

If you've tried everywhere and no one seems to have heard of that game you desperately want, then we have the answer. Starting next month we'll be running free reader ads in the mag. Turn to this month's TMB (page 29) for more details.

## IT'S THE KEY-TYPE THING

Available from EDOS  
Available from the publisher  
Available on a compilation (followed by the name of the relevant compilation)  
**Amma** Available from Amma Software  
**Wizard** Available from Wizard Games  
**City** Available from Software City  
**Direct** Available from Direct Software  
**G** Generally available from most mail order companies  
**/T** Available on cassette (well, we've already used C for compilations) from that supplier  
**/D** Available on disk from that supplier  
**/Cart** Available on cart from that supplier

## PIRATES OFF THE STARBOARD BOW, SIR

If you're ever offered illegal software make a mental note of who offered it, where and when. When you get home contact The Federation Against Software Theft (FAST) at 2 Lake End Court, Taplow, Maidenhead, Berkshire SL6 0JQ ☎ 0628 660377.



|                                                  |                                          |                                     |                                         |                                              |                                                  |                                           |                                       |
|--------------------------------------------------|------------------------------------------|-------------------------------------|-----------------------------------------|----------------------------------------------|--------------------------------------------------|-------------------------------------------|---------------------------------------|
| Future Knight (Gremlin)                          | Wizard/D                                 | KGB Superspy (CodeMasters)          | E/T • P/T • C: Smash 16                 | Operation Hormuz (Alternative)               | E/T                                              | Santa's Xmas Capers (Zeppelin)            | P/T                                   |
| G-Loc (US Gold)                                  | G/T                                      | Kick Box Vigilante (Zeppelin)       | Wiz/T • P/T                             | Operation Thunderbolt (Hit Squad)            | Amma/T • P/T                                     | Sat's Combat Simulator (CodeMasters)      | E/T • P/T • C: Smash 16               |
| Galactic Games (Alternative)                     | E/T                                      | Kick Off 2 (Anco)                   | Wiz/T • P/T                             | Operation Wolf (Hit Squad)                   | Amma/T • P/T                                     | Scare Bear (Alternative)                  | E/T                                   |
| Game Over (Alternative)                          | E/T • Wizard/T • C: Gnomous Pack         | Kickstart 2 (Tronix)                | E/T                                     | Outlaw (Fun Factory)                         | E/T                                              | Scary Doo (Elite)                         | E/T/D                                 |
| Games Over 2 (Alternative)                       | E/T • Wizard/T • P/T                     | Kids Pack (Comp) (Alternative)      | P/T                                     | Outrun (Kixx)                                | P/T • C: Fun Force 3                             | Scorpion (Rock-it)                        | Wizard/T                              |
| Games Winter Edition (Kixx)                      | P/T                                      | Kids Pack 2 (Comp) (Alternative)    | P/T                                     | Outrun Europa (Kixx)                         | G/T • P/T                                        | Scrabble (Lesure Genius)                  | Wizard/D                              |
| Garrison (Rainbow Arts)                          | E/T                                      | Killing Machine (Atlantis)          | P/T                                     | Overlander (Elite)                           | E/T                                              | Scramble Spirits (Grandlam)               | Amma/T • P/T • C: Grandlam Collection |
| Gary Lineker Hot Shots (Kixx)                    | P/T • C: Lineker Collection              | Kixx (Hit Squad)                    | Direct/T • P/T                          | P47 Thunderbolt (Firebird)                   | City/T • C: Air/Sea Supremacy                    | SDI (Hit Squad)                           | Wizard/T • P/T                        |
| Gary Lineker Soccer (Kixx)                       | P/T • C: Multimax 4                      | Kobayashi Nani (The Guild)          | P/T/D                                   | Pack Of Aces                                 | Amma/T                                           | Se-Kaa of Assiah (The Guild)              | P/T/D                                 |
| Gauntlet (Kixx)                                  | P/T/D • C: Multimax 4                    | Kokotoni Will (Elite)               | E/T                                     | Pacmania (Grandlam)                          | Wiz/T                                            | Secret Diary Of Adrian Mole (Alternative) | E/T                                   |
| Gauntlet 2 (Kixx)                                | P/T • C: Multimax 4                      | Konami Ping Pong (Hit Squad)        | P/T                                     | Pacmania (Grandlam)                          | E/T/D • Wizard/T                                 | Security Alert (Firstbeat)                | G/T/D                                 |
| Gauntlet The Deeper Dungeons (Kixx)              | P/T • C: Multimax 4                      | Kwik Snax (CodeMasters)             | E/T                                     | Paperboy (Encore)                            | E/T • Wizard/T • P/T                             | Santinel (Firebird)                       | Amma/T • C: Supreme Challenge         |
| Gazza's Super Soccer (Domark)                    | G/T • P/D • C: Grand Stand Collection    | LA Adventure (The Guild)            | P/T/D                                   | Para Assault Course (Zeppelin)               | E/T • Wizard/T • P/T                             | Sargeant Seymour Robocop (CodeMasters)    | Amma/T • P/T • C: Superstar Seymour   |
| Gemini Wing (Mastertronic)                       | Direct/T                                 | Land Of The Purple Sea (The Guild)  | P/T/D                                   | Parallax (Hit Squad)                         | E/T • G/T • P/T                                  | Seymour Goes To Hollywood (CodeMasters)   | Amma/T • P/T • C: Superstar Seymour   |
| Ghost Hunters (CodeMasters)                      | E/T • P/T • C: Smash 16                  | Las Vegas Casino (Zeppelin)         | E/T/D • Wizard/T • P/T                  | Passting Shot (Elite)                        | E/T                                              | Seymour Stuntman (CodeMasters)            | Amma/T • P/T • C: Superstar Seymour   |
| Ghostbusters (Activision)                        | Wizard/T                                 | Last Battle                         | Amma/T                                  | Pegasus Bridge (Alternative)                 | G/T • P/T                                        | Shadow Dancer (Kixx)                      | G/T • P/T/D                           |
| Ghostbusters 2 (Hit Squad)                       | P/T                                      | Last Duel (Kixx)                    | P/T • Smash 16                          | Peterson Up (Atlantis)                       | E/T                                              | Shadow Of The Beast (Ocean)               | Direct/Carl • P/Carl                  |
| Ghost's Goblins (Elite)                          | E/T/D                                    | Last Ninja (Alternative)            | P/T • C: Multimax 1                     | Peter Beardley's Int Football (Grandlam)     | Wiz/T • P/T • C: Grandlam Collection             | Shadow Warriors (Hit Squad)               | G/T • P/T • C: Ninja Collection       |
| Ghouls'n Ghosts (Kixx)                           | Amma/T • P/T/D • C: Chart Attack         | Last Ninja 2 (Hit Squad)            | G/T • P/T • C: Super Heroes             | Peter Shilton's Handball Maradona (Grandlam) | Wiz/T • P/T • C: Soccer Spectacular              | Shadows Of Mordor (Melbourne House)       | Amma/T • C: Tolkien Trilogy           |
| Gilbert The Alien (Alternative)                  | E/T                                      | Last Ninja 3 (Kixx)                 | G/T • P/T                               | Phias Phogg's Balloon Battles (Zeppelin)     | Wiz/T • P/T • C: Soccer Spectacular              | Shoalin's Road (Hit Squad)                | Wiz/T • P/T                           |
| Gnomous Collection (Comp) (Alternative)          | P/T                                      | Lazer Force (CodeMasters)           | P/T • Smash 16                          | Pirates (Hit Squad)                          | Wiz/T                                            | Shoalin Of Inovar (The Guild)             | P/T/D                                 |
| Gladiators (Alternative)                         | G/T                                      | Lazerforce (CodeMasters)            | P/T • C: Multimax 1                     | Pitfighter (Hit Squad)                       | G/T • P/T/D • C: Super Fighter                   | Shark (Fun Factory)                       | Chy/T                                 |
| Glider Rider (Grandlam Video)                    | E/T • P/T • C: Grandlam Collection       | Leaderboard (Kixx)                  | P/T • C: Multimax 1                     | Platoon (Hit Squad)                          | G/T • C: Hollywood Collection                    | Sheep In Space (Llamasoft)                | CF19/T                                |
| Globetrotter (Atlantis)                          | E/T • P/T • C: Grandlam Collection       | Leaderboard Tournament (Kixx)       | E/T/D                                   | POD (Mastertronic)                           | Wiz/T                                            | Shell Shock (CF)                          | CF4/T                                 |
| Go For Gold (Kixx)                               | P/T/D                                    | League Challenge (Atlantis)         | E/T/D                                   | Pottergeist (CodeMasters)                    | P/T • C: Smash 16                                | Shenlock Holmes (16 Bitz)                 | Wizard/T                              |
| Golden Axe (Tronix)                              | P/T/D                                    | LED Storm (Kixx)                    | P/T                                     | Popeye (Alternative)                         | E/T • G/T • P/T • C: Popeye Collection           | Shinobi (Mastertronic)                    | Chy/T                                 |
| Graeme Souness Soccer Manager (Zeppelin)         | E/T • G/T • P/T                          | Letthal Weapon (Ocean)              | G/T/D • P/T/D                           | Popeye 2 (Alternative)                       | E/T • G/T • P/T • C: Popeye Collection           | Shinobi Circuit (Hit Squad)               | P/T                                   |
| Graham Coxon (Rainbow Arts)                      | E/D                                      | Letthal Weapon (Ocean)              | G/T/D • P/T/D                           | Popeye 3 (Alternative)                       | G/T • P/T • C: Popeye Collection                 | Shinobi Module For Basketball (Mindscape) | D • P                                 |
| Grand Prix 2 (CodeMasters)                       | E/T                                      | License To Kill (Hit Squad)         | Amma/T • C: James Bond Collection       | Popeye Collection (Comp) (Alternative)       | G/T • P/T                                        | Sidewinder 2 (Melbourne House)            | Wizard/T                              |
| Grand Prix Simulator (CodeMasters)               | E/T                                      | Lifeforce (The Guild)               | P/T/D                                   | Posiden - Planet Eleven (Hi-TEC)             | E/T                                              | Silver Service (Kixx)                     | G/T • P/T • C: Air/Sea Supremacy      |
| Grandmaster Chess (Alternative)                  | P/T                                      | Lifeform (The Guild)                | P/T/D                                   | Postman Pat (Alternative)                    | E/T • Wizard/T • P/T • C: Postman Pat Collection | Silkworm (Tronix)                         | E/T/D • Wizard/T                      |
| Grandmaster Chess (Alternative)                  | P/T                                      | Light Force (21st Century)          | P/T/D                                   | Postman Pat 2 (Alternative)                  | E/T • City/T • P/T • C: Postman Pat Collection   | Skipper (Ocean)                           | G/T • P/T • C: The Dream Team         |
| Grandmaster Chess (Alternative)                  | P/T                                      | Linker Collection (Comp) (Kixx)     | G/T/D • P/T/D                           | Postman Pat 3 (Alternative)                  | G/T • P/T • C: Postman Pat Collection            | Skate Wars (Hit Squad)                    | G/T • P/T                             |
| Grandstand Collection (Domark)                   | Amma/D                                   | Little Puff (CodeMasters)           | E/T • G/T • C: Cartoon Collection       | Power Diff (Hit Squad)                       | Wiz/T • P/T • C: Postman Pat Collection          | Skateboard (CodeMasters)                  | E/T                                   |
| Graeme Souness International Soccer (Zeppelin)   | Amma/T • P/T                             | Live And Let Die (Elite)            | E/T • Amma/T • C: James Bond Collection | Power Pack (Comp)                            | Wiz/T • P/T • C: Postman Pat Collection          | Skatir USA (Atlantis)                     | E/T/D                                 |
| Graeme Souness Soccer Manager (Zeppelin)         | Amma/T • P/T                             | Liverpool (Grandlam)                | P/T/D                                   | Power Pack (Comp)                            | Wiz/T • P/T • C: Postman Pat Collection          | Skatir USA (Atlantis)                     | E/T/D                                 |
| Great Escape (Hit Squad)                         | E/T • Wizard/T • C: Hollywood Collection | Loop Collection (CodeMasters)       | G/T                                     | Power Up (Ocean)                             | P/T/D                                            | Skatir USA (Atlantis)                     | E/T/D                                 |
| Great Gnomous (Elite)                            | E/T                                      | Lord Of The Rings (Melbourne House) | Amma/T • C: Tolkien Trilogy             | Powerman                                     | Wiz/T                                            | Skatir USA (Atlantis)                     | E/T/D                                 |
| Grebe (Alternative)                              | City/T • C: Classic Arcadia 2            | Lords Of Midnight (The Beyond)      | Amma/T • C: Julian Rignall Top 10       | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Green Beret (Hit Squad)                          | Wizard/T • P/T                           | Lotus Esprit Turbo Challenge (GBH)  | Wiz/T                                   | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Grid Iron 2 (Alternative)                        | E/T • G/T • P/T • C: 4 Most World Sports | Lucy Albino (Idea)                  | Wiz/T                                   | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Gryphon (Grandlam)                               | P/T • C: Grandlam Collection             | Macadam Bumper (Fun Factory)        | Wiz/T                                   | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Gryzor (Hit Squad)                               | P/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Guardian 2 (Hit Squad)                           | E/T • Amma/T • C: Julian Rignall Top 10  | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Guardian Angel (CodeMasters)                     | E/T • P/T • C: Smash 16                  | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Gun Boat (Academy)                               | Wiz/T • P/T • C: Gnomous Pack            | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Gun Boat (Alternative)                           | Wiz/T • P/T • C: Gnomous Pack            | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Gunknigher (Atlantis)                            | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Gunship (Kixx)                                   | G/T • C: Air/Sea Supremacy               | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hamstead (Melbourne House)                       | Wiz/T                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Harbors (The Guild)                              | P/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hard Drivin' (Hit Squad)                         | P/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Havoc (Fun Factory)                              | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hawk Eye (Kixx)                                  | P/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Head Coach (Prism)                               | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Head Over Heels (Hit Squad)                      | E/T • P/T                                | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Head Start (Grandlam)                            | P/T • C: Grandlam Collection             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Heatseeker (Thalamus)                            | City/T • C: The Hits 2                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Heatwave (Hewson)                                | Wiz/T                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Heist Attack (Alternative)                       | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Helter Skelter (AudioLogic)                      | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hercules (Byte Back)                             | E/T/D • Wizard/T • C: Loopz Collection   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Herobots (Rock-it)                               | Wiz/T • P/T • CF29/T                     | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Heroes Of The Lance (Kixx)                       | P/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| HeroQuest (GBH)                                  | G/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hideous (Alternative)                            | City/T • P/T                             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Highway Encounter (Gremlin)                      | Amma/T • P/T                             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hit Pack (Comp) (Zeppelin)                       | Amma/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hit Pack 1 (Comp) (Zeppelin)                     | Amma/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hit Pack 2 (Comp) (Zeppelin)                     | Amma/T • P/T                             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hit Pack 3 (Comp) (Zeppelin)                     | Amma/T • P/T                             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hit Pack 5 (Comp) (Zeppelin)                     | Amma/T • P/T                             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hits (Comp) (Thalamus)                           | P/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hits 2 (Comp) (Thalamus)                         | City/T • P/T                             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hobgoblin (Atlantis)                             | E/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hollywood Collection (Comp) (Ocean)              | Wiz/T • P/T/D                            | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hong Kong Phooey (Hi-TEC)                        | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hook (Ocean)                                     | G/T • P/T/D                              | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hotel Hell (The Guild)                           | P/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Howler Bower (Llamasoft)                         | CF22/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Howard The Duck (Alternative)                    | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hudson Hawk (Hit Squad)                          | G/T • P/T/D                              | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hunt For Red October 2 (Grandlam)                | Amma/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hunters Moon (Kixx)                              | P/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Huxley Pig (Alternative)                         | E/T • P/T                                | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hydra (Domark)                                   | G/T • C: TNT2                            | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hypersports (Hit Squad)                          | Amma/T • P/T                             | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Hystrix (Alternative)                            | E/T • City/T • C: 4 Most Big Hits        | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| I Dare You (The Guild)                           | P/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Ice Hockey (Prism)                               | G/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Ice Temple (CDS)                                 | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Ik (Hit Squad)                                   | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Iron Warriors (Elite)                            | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Imagination                                      | Wiz/T                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Impact (AudioLogic)                              | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Impossible (Gremlin)                             | E/T/D • Amma/T • C: Chart Attack         | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Indiana Jones And The Fate Of Atlantis (US Gold) | G/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Indiana Jones And The Last Crusade (Kixx)        | G/T • P/T/D • C: Super Heroes            | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Indy Heat (Storm)                                | Wiz/T                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International 3D Tennis (Palace)                 | Amma/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International 5-A-Side (Zeppelin)                | Wiz/T • P/T                              | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International Football (D&H)                     | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International Ice Hockey (Zeppelin)              | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International Karate (System 3)                  | City/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International Ninja Rabbits (Flair)              | G/T • P/T                                | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International Speedway (CodeMasters)             | G/T • P/T • C: Super Sports Challenge    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| International Tennis (Zeppelin)                  | G/T • P/T • C: Super Sports Challenge    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Into The Mystic (The Guild)                      | P/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Invaders (Alternative)                           | City/T • C: Classic Arcadia 2            | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Invision (Prism)                                 | Wiz/T • P/T • CF24/T                     | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| IQ (Zeppelin)                                    | P/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| ISS (Activision)                                 | Wiz/T                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Italia '90 (CodeMasters)                         | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Italia '90 (Tronix)                              | City/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Italy 1990 (Kixx)                                | G/T • P/T/D • C: Lineker Collection      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jack And The Beanstalk (The Guild)               | G/T • P/T                                | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jack Nicklaus Golf (Hit Squad)                   | G/T • P/T                                | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jack The Nipper (Kixx)                           | P/T • C: Multimax 5                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jack The Nipper 2 (Kixx)                         | P/T • C: Multimax 5                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jahanghar Khan's World Champ Squash (Kisalis)    | G/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| James Bond Collection (Comp) (Domark)            | E/T • Amma/T • P/T                       | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jaws (Alternative)                               | P/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Johanna 6 (The Guild)                            | P/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jimmy's Soccer Manager (Beyond Belief)           | E/T • G/T • P/T                          | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jimmy's Super League (Beyond Belief)             | G/T • P/T                                | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jocky Wilson's Compendium (Zeppelin)             | E/T/D • G/T • P/T                        | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jocky Wilson's Darts Challenge (Zeppelin)        | Wiz/T                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Joe Blade (Fun Factory)                          | E/T/D                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Joe Blade 2 (Fun Factory)                        | CF25/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| John Lowe's Ultimate Darts (Gremlin)             | CF25/T                                   | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Johnny Reb (Lotionary)                           | Wiz/T                                    | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Jonah Barnimovich's Squash (New Generation)      | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz/T • P/T                                      | Skatir USA (Atlantis)                     | E/T/D                                 |
| Judo Uchi Maki (Alternative)                     | E/T                                      | Mad Funky (Alternative)             | E/T • City/T • 4 Most Big Hits          | Preator (Hit Squad)                          | Wiz                                              |                                           |                                       |





|                                              |                                                |                                        |                                              |                                                                    |                                       |
|----------------------------------------------|------------------------------------------------|----------------------------------------|----------------------------------------------|--------------------------------------------------------------------|---------------------------------------|
| Speeding (Digital Integration)               | Wizard/T                                       | Super Shunt Man (CodeMasters)          | E/T                                          | Turbo The Tortoise (CodeMasters)                                   | G/T • P/T                             |
| Speedzone (Mastertronic)                     | Wizard/T                                       | Super Turb (Elite)                     | E/T/D                                        | Turbocharge (Kixx)                                                 | G/T • P/T                             |
| Spellbound Dizzy (CodeMasters)               |                                                | Supercars (GBH)                        | G/T • C. Chart Attack                        | Turman (Rainbow Arts)                                              | E/T/D                                 |
| Spillings 40 (Alternative)                   | Amma/T • P/T • C. Dizzy's Excellent Adventures | Superhero (CodeMasters)                | P/T • C. Smash 10                            | Turman 2 (Kixx)                                                    | G/T • P/T                             |
| Spherical (Rainbow Arts)                     | E/D                                            | Superheroes (Comp) (Domark)            | Wizard/T                                     | Turman 2 (The Con Op) (Image Works)                                | E/T/D • G/T • P/T                     |
| Spike In Transylvania (CodeMasters)          |                                                | Superkid (Atlantis)                    | E/T/D                                        | Turster (Kixx)                                                     | G/T • P/T                             |
| Spindizzy (Alternative)                      | E/T • Amma/T • P/T • C. Cartoon Collection     | Superkid In Space (Atlantis)           | E/T/D                                        | TV Showtime (Domark)                                               | CF26/T                                |
| Spinning (Elite)                             | E/T • G/T • C. 4 Most Toppers                  | Supernudge 2000                        | P/T • C. Lineker Collection                  | Two On Two Basketball (Alternative)                                | E/T                                   |
| Spillings 40 (Alternative)                   | E/T • G/T                                      | Superstar Seymour (Comp) (CodeMasters) | G/T • P/T                                    | Uchi Mata Judo (Alternative) City/T • P/T • C. 4 Most World Sports | Uchi/T                                |
| Spilling Image (Hit Squad)                   | P/T                                            | Superstar Soccer (Kixx)                | P/T • C. Lineker Collection                  | Uchi/T (Global)                                                    | G/T                                   |
| Splat (Alternative)                          | E/T • City/T • C. 4 Most Thrillers             | Superfreak Simulator (CodeMasters)     | G/T • P/T                                    | Ultimate Golf (Gremlin)                                            | G/T                                   |
| Split Personalities (Domark)                 | Amma/T • C. Julian Rignall Top 10              | Superfreak (Alternative)               | G/T                                          | Ulti Squadron (US Gold)                                            | Wizard/T • C. No Limits               |
| Speeded (Fun Factory)                        | E/T                                            | Supreme Challenge (Comp)               | E/T                                          | Undercover (The Guild)                                             | P/T/D                                 |
| Spooky Castle (Atlantis)                     | E/T/D                                          | Survivors (Atlantis)                   | E/T                                          | Urduim (21st Century)                                              | E/T                                   |
| Sporting Triangles (CDS)                     | Amma/T                                         | Swamp                                  | Wizard/T                                     | US Basket Master (Alternative)                                     | City/T • P/T • C. 4 Most Super Sports |
| Sports (Zeppelin)                            | P/T                                            | Switch Blade (Gremlin)                 | City/T                                       | Vampire (CodeMasters)                                              | E/T                                   |
| Sports Collection (Comp) (Ocean)             | P/T/D                                          | SWW (Kixx)                             | G/T • P/T                                    | Vendetta (Kixx)                                                    | P/T/D                                 |
| Sports Mix (Comp)                            | Amma/T                                         | Swords And Sorcery (Alternative)       | P/T                                          | Venom (The Guild)                                                  | P/T                                   |
| Sports Pack Compilation (Comp)               | Amma/T                                         | Syntax (CDS)                           | E/T                                          | Vigilante (Kixx)                                                   | Direct/T • P/T                        |
| Sports/Skill Pack (Comp)                     | Amma/T                                         | System 8 (CDS)                         | E/T                                          | Vindicators (Hit Squad)                                            | Amma/T                                |
| Spot (Leisure Genus)                         | Wizard/D                                       | T-Band (Tronix)                        | E/T                                          | Virtual Worlds (Domark)                                            | E/T                                   |
| Spy Vs Spy (Software Business)               | E/T/D                                          | T.Pac                                  | Amma/T                                       | Vixen (Alternative)                                                | E/T • City/T • C. 4 Most Thrillers    |
| Spy Vs Spy 2 (Software Business)             | E/T/D                                          | Table Tennis (Zeppelin)                | Amma/T • P/T                                 | Viz (Virgin)                                                       | Amma/T • P/T                          |
| Spy Vs Spy 3 (Software Business)             | E/T/D                                          | Tai Chi Tortoise (Zeppelin)            | G/T • P/T                                    | Wacky Darts (CodeMasters)                                          | E/T                                   |
| Spy Who Loved Me (Domark)                    | G/T • C. James Bond Collection                 | Target Renegade (Hit Squad)            | E/T • City/T • C. 4 Most Toppers             | Wanderer 3D (Elite)                                                | P/T                                   |
| St Dragon (Kixx)                             | Amma/T • P/T                                   | Tarzan (Alternative)                   | E/T • City/T • C. 4 Most Toppers             | War Machine (Fun Factory)                                          | E/T                                   |
| St Jives (The Guild)                         | P/T/D                                          | Tarzan Goes Ape (CodeMasters)          | Amma/T                                       | War Polo (Hit Squad)                                               | CF33/T                                |
| Stack Up (Zeppelin)                          | E/T • Amma/T • P                               | Task Force (Fun Factory)               | E/T                                          | Wellits (Infogrames)                                               | Wizard/T                              |
| Star Elder (Starbird)                        | Amma/T • C. Supreme Challenge                  | Test Master                            | Amma/T                                       | Werewolf Simulator (The Guild)                                     | P/T/D                                 |
| Star Pack (Comp)                             | Amma/T                                         | Test Master                            | Amma/T                                       | Werewolves Of London (Gonzo Games)                                 | E/T/D                                 |
| Star Raiders 2 (Alternative)                 | City/T • C. Classic Arcade 3                   | Test Master                            | Amma/T                                       | Who Dares 2 (Alternative)                                          | E/T                                   |
| Star Wars (Hit Squad)                        | P/T                                            | Terminator 2 (Hit Squad)               | G/T • P/T/D • C. The Dream Team              | Wild Streets (Titus)                                               | Wizard/T                              |
| Steel (Rock-It)                              | Wizard/T • CF32/T                              | Terra Cognita (CodeMasters)            | E/T • P/T • C. Smash 16                      | Wild West Seymour (CodeMasters)                                    | G/T • P/T • C. Superstar Seymour      |
| Sleg The Sleg (CodeMasters)                  | E/T • Amma/T                                   | Terra Cresta                           | Wizard/T                                     | Winning Team (Domark)                                              | P/T                                   |
| Steve Davis Snooker (CDS)                    | E/T/D                                          | Terrafighter (Zeppelin)                | E/T                                          | Winter Camp (Thalamus)                                             | G/T • P/T/D                           |
| Steve Davis Snooker (CDS)                    | G/T/D                                          | Terramex (Grandlam Video)              | E/T • P/T • C. Grandslam Collection          | Winter Games (US Gold)                                             | Wizard/T • C. Mega Sports             |
| Stinger                                      | Amma/T                                         | Test Drive 2 - The Duel (Hit Squad)    | G/T • P/T                                    | Winter Olympiad (Micro Value)                                      | E/D                                   |
| Stowaway (The Guild)                         | P/T/D                                          | Test Drive 2 - The Duel (Hit Squad)    | G/T • P/T                                    | Winter Supersports (Flair)                                         | G/T • P/T/D                           |
| Street Cred Boxing (Fun Factory)             | E/T                                            | Test Master                            | Amma/T                                       | Witch Hunt (The Guild)                                             | P/T/D                                 |
| Street Cred Football (Fun Factory)           | E/T                                            | Test Master                            | Amma/T                                       | Wiz Biz (Alternative)                                              | E/T                                   |
| Street Fighter (Kixx)                        | G/T/D • P/T/D • C. Multimax 3                  | The Annulet (The Guild)                | P/T/D                                        | Wizards Lair (CDS)                                                 | E/T • Amma/T                          |
| Street Fighter 2 (US Gold)                   | G/T/D                                          | The Black Knight (The Guild)           | P/T/D                                        | Wobbit (Hit Squad)                                                 | E/T                                   |
| Strider (Kixx)                               | Amma/T • P/T                                   | The Challenge (The Guild)              | P/T/D                                        | Wombles (Alternative)                                              | E/T                                   |
| Strider 2 (Kixx)                             | G/T • P/T                                      | The Cornwall Engine (The Guild)        | P/T/D                                        | Wonder Boy (Hit Squad)                                             | G/T • P/T                             |
| Strike Force Cobra (Alternative)             | E/T • Wizard/T • C. Gnomom Pack                | The Crypt                              | Amma/T • C. Virtual Worlds                   | World Champions                                                    | G/T • C. Soccer Spectacular           |
| Strike Force Hammer (Microsoft)              | Amma/T                                         | The Cup (The Guild)                    | P/T/D                                        | World Champions (Challenges)                                       | E/T                                   |
| Strip Poker (Anco)                           | Wizard/T                                       | The Dare (The Guild)                   | P/T/D                                        | World Championship Boxing Manager (GBH)                            | G/T/D                                 |
| STUN Runner (Hit Squad)                      | G/T • P/T • C. TNT 2                           | The Darkest Road (The Guild)           | P/T/D                                        | World Championship Squash (Zeppelin)                               | City/T • P/T                          |
| Stunt Car Racer (Kixx)                       | G/T • P/T/D                                    | The Double (Alternative)               | G/T • P/T • C. 4 Most Balls Boots And Brains | World Class Leader Board (Kixx)                                    | G/T • P/T/D • C. Multimax 1           |
| Stuntman Seymour (CodeMasters)               | City/T                                         | The Extractor (The Guild)              | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Subterranea (Rock-It)                        | Wizard/T • CF32/T                              | The Filtrations (Grandlam Video)       | E/T/D                                        | World Championship Squash (Zeppelin)                               | City/T • P/T                          |
| Subway Vigilante (Fun Factory)               | E/T                                            | The Footfaller (D&H)                   | E/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
| Summer Camp (Thalamus/Kixx)                  | G/T • P/T • C. The Hills 2                     | The Forgotten Past (The Guild)         | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Summer Games (Kixx)                          | Wizard/T • P/T/D • C. Mega Sports              | The Games Summer Edition (Kixx)        | Wizard/T • C. Mega Sports                    | World Class Leader Board (Kixx)                                    | G/T                                   |
| Summer Games 2 (US Gold)                     | Wizard/T • C. Mega Sports                      | The Games Winter Edition (Kixx)        | Wizard/T • C. Mega Sports                    | World Class Leader Board (Kixx)                                    | G/T                                   |
| Summer Olympiad (Micro Value)                | E/D                                            | The Hammer Of Grennold (The Guild)     | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super All Stars (CodeMasters)                | G/T • P/T                                      | The Hobbit (Melbourne House)           | Amma/T • C. Tolkien Trilogy                  | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Cycle (Kixx)                           | P/T                                            | The Inner Lakes (The Guild)            | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Fighter (Ocean) (Compilation)          | City/T • P/T/D                                 | The Jade Necklace (The Guild)          | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super G Man (CodeMasters)                    | E/T • P/T • C. Smash 16                        | The Juggler (The Guild)                | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Hang On (Hit Squad)                    | E/T                                            | The Maze (The Guild)                   | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Hero (CodeMasters)                     | P/T                                            | The Mixer (The Guild)                  | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super League (Fun Factory)                   | E/T                                            | The Muncher (CF)                       | CF27/T                                       | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super League Soccer (Impressions)            | E/T/D                                          | The Mutant (The Guild)                 | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Monaco GP (Kixx)                       | G/T • P/T/D                                    | The Runner Man (Grandlam)              | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Off Road (Tronix)                      | E/T • G/T • P/T                                | The Scoop (The Guild)                  | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Robin Hood (CodeMasters)               | E/T • P/T • C. Smash 16                        | The Tube (Grandlam)                    | P/T • C. Grandslam Collection                | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Scramble Simulator (Kixx)              | P/T                                            | The Untouchables (Hit Squad)           | Amma/T • P/T                                 | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Seymour Saves The Planet (CodeMasters) | P/T • C. Superstar Seymour                     | The Vindicator (Hit Squad)             | Direct • P/T                                 | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Ski (Microdis)                         | E/T/D                                          | The Wombles                            | Wizard/T                                     | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Snake                                  | Amma/T                                         | Theatre Europe (Alternative)           | E/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Space Invaders (Domark)                | G/T • P/T                                      | Thomas The Tank Engine (Alternative)   | E/T • Amma/T • P                             | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Sports Challenge (CodeMasters)         | G/T • P/T                                      | Through The Trapdoor (Alternative)     | CF32/T                                       | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Sprint (Hit Squad)                     | P/T                                            | Thrust (Firebird)                      | Wizard/T • C. Power Pack                     | World Class Leader Board (Kixx)                                    | G/T                                   |
| Super Stock Car                              | Wizard/T                                       | Thrust 2 (Firebird)                    | G/T • P/T                                    | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | ThunderBlade (Kixx)                    | E/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Thunderbolt (CodeMasters)              | E/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Thundercats (Elite)                    | E/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Tiger Road (Kixx)                      | P/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Time Trax (Grandlam)                   | P/T • C. Grandslam Collection                | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Titanic Blinky (Zeppelin)              | E/T • Wizard/T • P/T                         | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | TNT 2 (Domark)                         | Amma/T • P/D                                 | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Toki (Ocean)                           | G/Cart • P/Cart                              | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Tolkien Trilogy (Melbourne House)      | Amma/T                                       | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Toobin (Hit Squad)                     | P/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Top Gun (Hit Squad)                    | Wizard/T • P/T • C. Hollywood Collection     | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Total Eclipse (Incentive)              | Amma/T • C. Virtual Worlds                   | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Total Recall (Hit Squad)               | E/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Tournament Of Death (Fun Factory)      | P/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Toy Bizzone (Tronix)                   | E/T • Wizard/T                               | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Track Suit Manager (Hi-TEC)            | E/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Trap Door (Alternative)                | E/T • City/T                                 | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Trashman (Grandlam)                    | P/T • C. Grandslam Collection                | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Treasure Island Dizzy (CodeMasters)    | E/T • G/T • P/T • C. Dizzy Collection        | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Treasure Isle (The Guild)              | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Treble Champions                       | G/T                                          | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Treble Champions (Challenge)           | City/T • C. Soccer 6                         | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Trevor Brooking                        | P/T • C. Grandslam Collection                | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Triva Pac 1 (Comp) (Grandlam)          | P/T • C. Grandslam Collection                | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Triva Pac 2 (Comp) (Grandlam)          | P/T • C. Grandslam Collection                | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Trivial Pursuit (Hit Squad)            | G/T • P/T                                    | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Trolls (Flair)                         | City/T • P/T                                 | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Trouble At Bridgton (The Guild)        | P/T/D                                        | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Turbo Bike (Alternative)               | E/T • Wizard/T • C. Gnomom Pack              | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Turbo Challenge                        | Amma/T • C. Chart Attack                     | World Class Leader Board (Kixx)                                    | G/T                                   |
|                                              |                                                | Turbo Outrun (Kixx)                    | Amma/T • P/T                                 | World Class Leader Board (Kixx)                                    | G/T                                   |

## TITUS OFFER

Titus have put together a special package especially for you. If you buy the *Blues Brothers* (rrp £8.49 cass, £9.99 disk) they'll throw in a copy of *Wild Streets* absolutely free. And all for the bargain price of £5.49 (for either cassette or disk). Just cut out or photocopy this ad and send it with your order to: Titus Software, United House, North Road, London. N7 9DP.

**ALTERNATIVE**  
Units 5-7  
Bailey Gate Industrial Estate  
Pontefract  
West Yorkshire  
☎ 0977 797777

**AMMA SOFTWARE**  
21 Springhill  
Rugeley  
Staffordshire  
WS15 1BT  
☎ 0889 574740

**CODEMASTERS**  
Lower Farm House  
Stoneythorpe  
Southam  
Warwickshire  
CV33 0DL  
☎ 0926 814132

**DIRECT SOFTWARE**  
Unit 3  
Cross Keys Shopping Mall  
St Neots  
Cambridgeshire  
☎ 0908 379550

**DOMARK**  
Ferry House  
51-57 Lacy Road  
Putney  
London  
SW15 1PR  
☎ 081 780 2222

**FLAIR**  
The Smyth Side  
Ponteland  
Newcastle Upon Tyne  
NE20 9BD  
☎ 0661 860270

**THE GUILD**  
760 Tyburn Road  
Erdington  
Birmingham B24 9NX

**GRANDSLAM**  
3 Rathborne Square  
28 Tanfield Road  
Croydon  
Surrey CR0 1AL

**MINDSCAPE**  
Priority House  
Charles Avenue  
Burgess Hill  
West Sussex RH15 9PQ  
☎ 0444 246333

**OCEAN/HIT SQUAD**  
2 Castle Street  
Castlefield  
Manchester M3 4LZ  
☎ 061 8326633

**SOFTWARE CITY**  
PO Box 888  
Wolverhampton WV1 1TP  
☎ 0902 25304

**THALAMUS**  
2 Castle Street  
Castlefield  
Manchester M3 4LZ  
☎ 061 8326633

**TITUS SOFTWARE**  
United House  
North Road  
London N7 9DP  
☎ 071 700 2119

**US GOLD/KIXX**  
Units 2-3  
Holford Way  
Holford  
Birmingham B6 7AX  
☎ 021 625 3311

**VIRGIN**  
338A Ladbroke Grove  
London  
W10 5AH  
☎ 081 960 2255

**WIZARD GAMES**  
1 North Marine Road  
Scarborough  
North Yorkshire  
YO12 7EY  
☎ 0723 376586

**ZEPPELIN**  
90 Ash Way  
Houghton Le Spring  
Durham DH4 6JW  
☎ 091 3857755

● And if you know of anybody else selling 64 games give us here at CF a ring on 0225 442244.

## MAIL ORDER BUYING GUIDE

Thinking of buying your games through mail order? Worried about sending money for products you haven't seen? Don't panic. Follow our simple guide and you won't get caught with your pants down.

**1** If you're ordering over the telephone, before you talk to the company write down the order numbers of the games that you want to buy and jot down a list of questions that you want to ask.

**2** Never, ever send cash through the post. If possible use a credit card 'cos it's likely to give you some sort of insurance coverage.

**3** Phone before you send off any money to confirm that the company has the stuff you want in stock.

**4** When you talk to them check delivery times and charges, and ask about the company's refund policy. Also check that there's no hidden extras like VAT or postal charges.

**5** Beware of any company that always has an answering machine connected to it phones and or that doesn't give an address in its advert.

**6** Keep records of any correspondence you have with the company. Write down any information they give you over the phone and make a note of when and where you originally saw their advert.

**7** If a problem does rear its head ten the first thing to do is contact the suppliers. Be calm, and explain clearly and politely what's gone wrong. Most problems you have will be simple human errors and can be sorted out there and then.



# GAMEBUSTERS

## CAULDRON 2

### Power Pack 31

Richard Beckett is back again, doing what he does best – solving our troublesome Power Pack games. If you'd like to succeed on this massive arcade adventure, read on. Oh, and L is go left, R is go right, U is go up and D is go down in case you were wondering. First off, start and quit the game until you're at the screen with the table and the pig's head. There are four different starting positions, but this is by far the easiest. From here: L • collect BULLETS • L • D • L • D • collect first MAGIC OBJECT • R • R • hit SWITCH to raise lift • R • R • U • L • L • L • U • R • R • R • R • climb on to higher platform • L • U • L • L • U • R • R • collect second MAGIC OBJECT • U • L • U • R • R • R • D • R • collect third MAGIC OBJECT • L • L • D • L • U • L • U • U • R • R • U • L • L • collect fourth MAGIC OBJECT • L • L • U • U • L • collect fifth MAGIC OBJECT • U • R • U • U • U • U • R • U • hit SWITCH to raise lift • U • U • U • U • U • U • collect the final MAGIC OBJECT • D • D • D • D • D • D • destroy the EVIL WITCH HAG BEAST with the magic objects to complete the game.

## SNARE DEMO

Power Pack 31

As you might have predicted, here's the full solution to our mouth-watering demo, lovingly carved out of the finest Beechwood by York's very own Richard Beckett.

**LEVEL 1** First, blow up the bomb behind the left skeleton (on the top row of the screen), then go to the top-left of the screen to avoid the explosion. Collect the four diamonds from the bottom-right corner, then blow up the remaining skull and avoid the explosion. Move to just above the detonator, eat the strawberry to your right, then collect the diamond from behind it. Finally,



Out of the frying pan and into the Cauldron.

collect the remaining diamond to complete the first level.

**LEVEL 2** Blow up the skull nearest to you, then run round the passage created by the

skulls. When you reach the end of the passage, the blocks around the diamond will have been blown up, so collect it to complete the level.

**LEVEL 3** Collect the two diamonds and hit the right detonator, then go up through the gap. Collect the next two diamonds and hit the right detonator. Go up through the gap and hit the bottom-left detonator. Now collect the rest of the diamonds to (wait for it) finish the level.

**LEVEL 4** Collect the right time blocks, then push a strawberry up to get to the centre section of the screen. Blow up the skull bomb to destroy the two enemies, which creates a clear path to the diamonds – collect them to complete the penultimate level.

**LEVEL 5** Rather than try to discover which time blocks fill up your time, just collect the diamonds and avoid the three enemies which are released when the time runs out. And that's the demo complete!

## ACTION REPLAY POKES

Here's a rather cuddly collection of Action Replay cartridge POKES courtesy of the hard-working Richard Beckett. To use them,

freeze the game (ideally on the title screen), press E to enter the pokes, then restart the game using F3.

### SNARE DEMO

POKE 33752,173 – Lives

### CAULDRON 2

POKE 33012,165 – Infinite lives

POKE 36152,255 – 255 lives

POKE 37633,165 – High bounce

POKE 38716,189 – Slows animation

### SUBTERRANEA

POKE 4434,181 – No enemies

POKE 3069,200 – Turbo boost

POKE 3069,123 – Wobble levels

### ARNIE 2 DEMO

POKE 44846,173 – Invincibility

POKE 35860,173 – No enemies

**Skill, accuracy, speed, intelligence... you need all these to be a champion gamesplayer. On the other hand, you could just cheat and read Gamebusters every month instead...**

## REGULARS

### TIP OFF 55

The pick of the hints, tips, cheats and solutions sent in by you lot.

### SOS 59

You write in with gaming problems. We answer them. You look stupid. We look intelligent. What a wonderful concept.

### LISTOMANIA POKERAMA 64

Er, some more listings and things.

## MAPS AND SOLUTIONS

### THE SIMPSONS 56

### LETHAL WEAPON 60

### STEEL 65

## THE OTHER GAMES BUSTED THIS ISSUE...

|                        |    |
|------------------------|----|
| Amazing Spiderman, The | 64 |
| APB                    | 64 |
| ARNIE 2 Demo           | 55 |
| Avenger                | 64 |
| Cauldron 2             | 55 |
| Crystal Kingdom Dizzy  | 59 |
| Little Computer People | 64 |
| Neil Android           | 59 |
| She Vampires           | 59 |
| Snare Demo             | 55 |
| Spitting Image         | 64 |
| Steel                  | 59 |
| Subterranea            | 55 |
| Thrust                 | 59 |
| Vindicators            | 59 |
| Weird Dreams           | 64 |

## WELL, WHAT DO YOU KNOW?

There's a much sought-after software voucher up for grabs each and every month, awarded to the sender of the finest tips, POKES, maps, and cheats. If you'd like to win one of these vouchers, and maybe some extra goodies, send your maps, tips, solutions, POKES and swiss rolls to: Andy Roberts' Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



# THE SIMPSONS

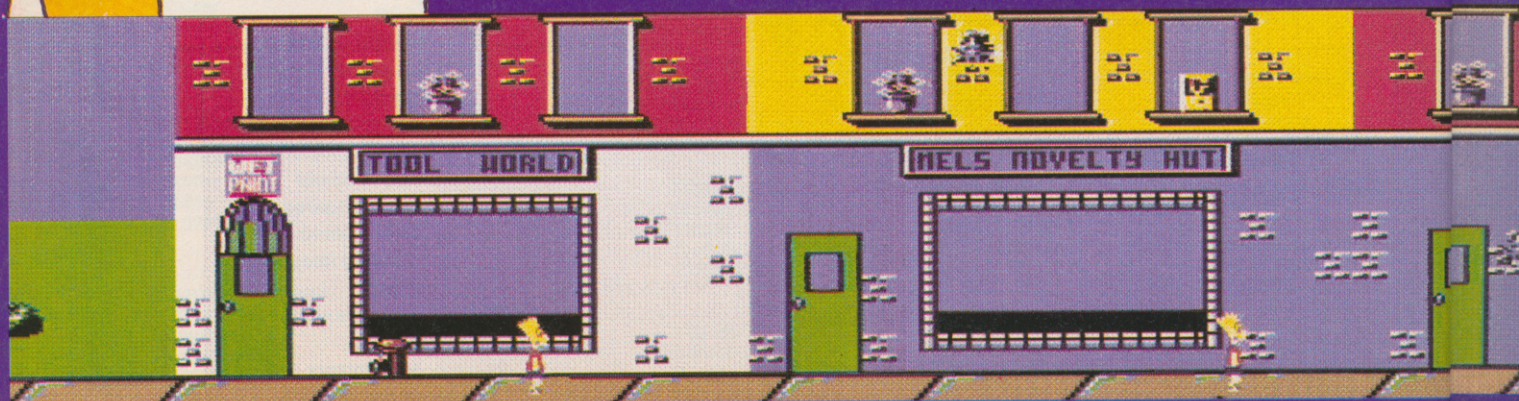
## BART VS. THE SPACE MUTANTS



**Springfield's been invaded by refugees from a 50s B-movie. Only you can save the Simpsons as we know them, and their chances of survival will improve considerably if you follow Andy Robert's complete solution.**

**F**rom the start: when the mutant jumps right, jump on to the trash can jump up to collect the extra life at the top of the screen. Now head right (under the mutants) until you reach Moe's Tavern – climb up on to the left window and jump left to collect the spray can. Go back to the left and spray the first trash can, as well as the purple window on the cinema. Head right until you reach the phone booth. Jump up to it and use a coin to talk to Moe. When the conversation ends, he'll come outside – spray his purple shirt.

Using the phone booth as a step, jump up on to the washing line and walk right to knock

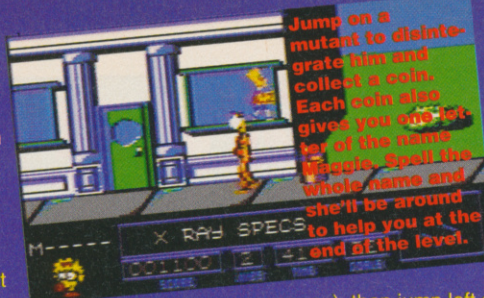




off the garments, which will cover up the purple objects underneath. Incidentally, the bush below you at this point conceals a special treat – jump up in front of it to reveal an extra life.

Head right, spray the trash can, then use it to jump up on to the window ledge. Collect the spray can, drop down, and go right. Jumping over the mutants is tricky, so take care. When you reach Tool World, go inside and buy a wrench. Leave the shop, then use the wrench on the fire hydrant – the water jet will wash away the WET PAINT sign. Oh, and don't forget to spray the fire hydrant as well.

Jump on to the window ledge, jump left on to the top of the door (which is tricky, so keep trying), jump right on to the top of the window, then jump up on to the very top window ledge. Spray the plant pot, jump right on to the next



canopy), then jump left over the mutant and spray the plant pot. Drop down to the pavement, go right to the trash can again, then jump up on to the window ledge to the right. Jump right again, spray the plant pot, then drop down to the pavement. Stand on the bottom window ledge of the pet store, face right (so that Bart's head is almost touching the P of the shop sign),

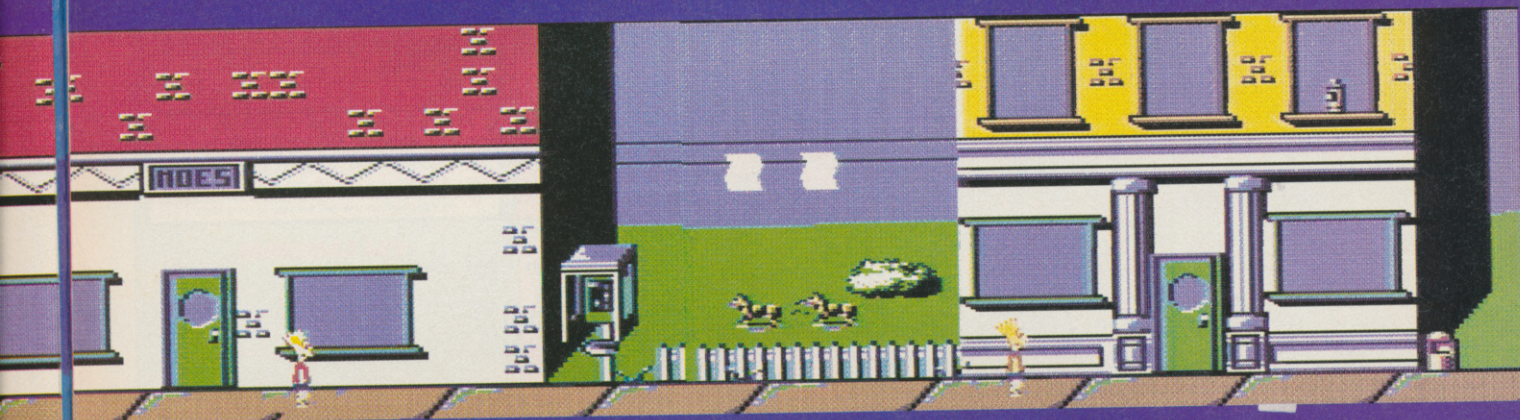
window at the far right of Candy Dandy.

Jump left and knock over the paint can (which, handily, will cover the purple

of the building – fire a rocket towards the sign to make it red. Now head to the right, sneaking under the mutants (they're not very alert). Continue right towards the next building, run under the mutants, then face left – if you can fire a rocket to hit the centre of the yellow sign (above the doors) you'll earn an extra life.

Now go to the right and spray the next bird bath (which requires very precise timing). Continue right, dodging mutants as you encounter them. Whenever you see a purple window, fire a rocket at it (if you've followed this solution to the letter, you'll only need to shoot two of the windows).

That task complete, run to the right where Nelson's waiting. If you've managed to spell out MAGGIE during the course of the level, she'll be waiting here to help you out. Stay at the left of the screen, firing constantly at Nelson. When he fires at you, jump to avoid



window ledge, then do a super jump to reach the first window of Mel's Novelty Hut. Spray the plant pot, jump right over the mutant, then jump right again and collect the extra life.

It's time for another super jump to leap across to the first window of the Toys'n'Stuff shop. Spray the plant pot, jump to the right, jump to the right again (over the mutant) then collect the spray can. Drop down to the pavement and go left into Mel's Novelty Hut – buy a cherry bomb (which is a type of firework – CF's resident expert on all things US, Clur) and six rockets. Leave the shop and head to the right, spray the trash can and then jump up to the

then fire the cherry bomb, which should, with any luck, scare away the purple bird.

Now go right until you reach the statue. Stand one paving stone away from the base of the statue and fire a rocket to scare away the purple bird. Now head to the right, jump over the barrier, on the skateboard and prepare to jump over several sets of Scottie dogs and writhing mutants. When you reach the next barrier, jump over it to leave the skateboard section.

Go right and spray the bird bath, then continue right until you reach the Bowllarama. Sneak under the mutants and stand at the right

his bullets. When Maggie fires a bullet, jump up to head-butt it towards Nelson. Keep calm, and you'll be off to level two in no time. But that's another story which, by some strange coincidence we'll be telling you all about in issue 36 (there's the SOS Spesh – née the Sam's Corner Spesh – next month).





**IMMEDIATE  
DESPATCH ON  
ALL ORDERS  
SUBJECT TO  
AVAILABILITY**

**TEL: 0889 574740**

|                                  |          |
|----------------------------------|----------|
| Matchday 2                       | 3.75     |
| Mega Pack (Starry Etc.)          | 3.75     |
| Menace                           | 3.75     |
| Mercs                            | 3.95     |
| Microprose Soccer                | 3.75     |
| Midnight Resistance              | 3.75     |
| Mini Office                      | 2.99     |
| Moontore                         | 3.75     |
| Moonwalker                       | 3.75     |
| Multiplayer Soccer Manager       | 3.75     |
| Multimax 4                       | 4.75     |
| Murray Mouse Super Cop           | 3.75     |
| Myth                             | 3.75     |
| Narco Police                     | 3.75     |
| Navy Moves                       | 3.75     |
| Neighbours                       | 3.75     |
| New Zealand Story                | 3.75     |
| Nightbreed                       | 3.75     |
| Nymphical challenge - 10 events  | 3.99     |
| Operation Wolf                   | 3.75     |
| Outrun Europe                    | NEW 3.75 |
| Pack Of Aces (Boulderdash Etc.)  | 2.99     |
| Pacland                          | 3.75     |
| Pacmania                         | 3.75     |
| Parallax                         | 3.75     |
| Pegasus Bridge                   | 3.75     |
| Pictionary                       | 3.75     |
| Pipe Mania                       | NEW 3.75 |
| Pirates                          | 4.99     |
| WWF Wrestling                    | 3.95     |
| Platoon                          | 2.99     |
| Popeye 2                         | 2.99     |
| Popeye 3                         | NEW 3.75 |
| Postman Pat                      | 2.99     |
| Postman Pat 3                    | NEW 3.75 |
| Power Drift                      | 3.75     |
| Pro Tennis Tour                  | 3.75     |
| Pub Games                        | 2.99     |
| Puzznic                          | 3.75     |
| Q-10 Tankbuster                  | 3.75     |
| Rainbow Islands                  | 3.75     |
| Rambo                            | 2.99     |
| Reckless Rufus                   | NEW 3.75 |
| Red Heat                         | 3.75     |
| Rock Dangerous                   | 3.75     |
| Robin Hood 2                     | NEW 3.75 |
| Robin Hood Legend Quest          | NEW 3.75 |
| Robocod (James Pond 2)           | NEW 3.99 |
| Robocop                          | 3.75     |
| SWIV                             | NEW 3.75 |
| Scramble Spirits                 | 3.75     |
| Sergeant Seymour Robocop         | NEW 3.75 |
| Seymour Stuntman                 | NEW 3.75 |
| Seymour goes to Hollywood        | 3.75     |
| Shadow Dancer                    | NEW 3.75 |
| Shadow Warriors                  | 3.75     |
| Shoot em up Construction Kit     | 4.75     |
| Silent Service                   | 3.75     |
| Slicks                           | NEW 3.75 |
| Slightly Magic                   | 3.75     |
| Sly Spy Secret Agent             | 3.75     |
| Soccer 6                         | NEW 3.75 |
| Soccer Double                    | 3.75     |
| Soccer Double 2                  | 3.75     |
| Soccer Double 3                  | 3.75     |
| Solo Flight                      | NEW 3.75 |
| Sooty & Sweep                    | 2.99     |
| Spindizzy                        | 2.99     |
| Sporting Triangles               | 2.99     |
| Stack-Up                         | 3.75     |
| Starpack                         | 3.75     |
| Steg The Slug                    | NEW 3.75 |
| Street Fighter                   | NEW 3.75 |
| Strider                          | 3.75     |
| Strider 2                        | 3.75     |
| Stunt Car Racer                  | 3.75     |
| Summer Camp                      | 3.75     |
| Super Car Wars                   | NEW 3.75 |
| Super Monaco G.P.                | NEW 3.75 |
| Super Off Road                   | 3.75     |
| Super Off The Road Racer         | 3.75     |
| Super Seymour                    | 3.75     |
| Super Space Invaders             | NEW 3.75 |
| Supernudge 2000                  | 2.99     |
| T-Pac                            | 3.75     |
| Table Tennis                     | NEW 3.75 |
| Team Wrestling                   | NEW 3.75 |
| Tai Chi Tortoise                 | 3.75     |
| Tarzan Goes Ape                  | 3.75     |
| Terminator 2 (Cass)              | 3.99     |
| Test Driver 2                    | NEW 3.75 |
| Test Master                      | 3.75     |
| Tetris                           | 2.99     |
| The Action Pack                  | 2.99     |
| The Addict Pack                  | 2.99     |
| The Great Escape                 | 2.99     |
| The Hit Pack                     | 2.99     |
| The Power Pack                   | 2.99     |
| The Real Ghostbusters            | 2.99     |
| The Sports Mix (Beach Buggy) Etc | 3.75     |
| Thomas The Tank Engine           | 2.99     |
| Thunder Jaws                     | 3.75     |
| Treasure Island Dizzy            | 3.75     |
| Trivial Pursuit                  | NEW 3.75 |
| Turbo Esprit Challenge           | 3.75     |
| Turbo Outrun                     | 3.75     |
| Turbo The Tortoise               | 3.75     |
| Turrican 1 or 2                  | 3.75     |
| Tusker                           | 3.75     |
| Ultimate Golf                    | 4.99     |
| Vendetta                         | 3.75     |
| Viz                              | 4.99     |
| W C Squash                       | NEW 3.75 |
| Who Dares Wins 2                 | 1.99     |
| Wild West Seymour                | NEW 3.75 |
| Winter Sportsports 92            | 3.99     |
| Wizball                          | 3.75     |
| Wonderboy                        | 3.75     |
| World Rugby                      | NEW 3.75 |
| Wrestling Superstars             | NEW 3.99 |
| WWF Wrestling                    | 3.95     |
| Zoomerang                        | 3.75     |

\_\_\_\_\_

|                             |       |
|-----------------------------|-------|
| Alex Kid Shinobi World..... | 23.99 |
| Alien Storm.....            | 22.50 |
| Altered Beast.....          | 21.50 |
| Bananza Bros.....           | 22.50 |
| Battle Outrun.....          | 21.99 |
| Bomber Raid.....            | 22.50 |
| Bomber Bubble.....          | 23.99 |
| Champions of Europe.....    | 23.99 |
| Chase HQ.....               | 22.99 |
| Cyborg Hunter.....          | 21.50 |
| Double Dragon.....          | 21.95 |
| Double Hawk.....            | 19.95 |
| Dragon Crystal.....         | 21.95 |
| Forgotten Worlds.....       | 21.50 |
| G. Loco.....                | 22.50 |
| Gauntlet.....               | 22.50 |
| Golden Axe.....             | 22.50 |
| Golden Axe Warrior.....     | 22.50 |
| Great Football.....         | 22.50 |
| Heroes of the Lance.....    | 22.50 |
| Indiana Jones.....          | 21.50 |
| Line of Fire.....           | 22.50 |
| Line of Fire.....           | 21.50 |
| Populous.....               | 24.50 |
| Running Battle.....         | 22.50 |
| Sega Chess.....             | 22.50 |
| Shadow Dancer.....          | 21.50 |
| Shogun of the Beach.....    | 21.50 |
| Shinobi.....                | 22.99 |
| Time Soldiers.....          | 22.50 |
| Wonderboy.....              | 22.50 |
| Wonderboy 3.....            | 23.99 |
| World Cup Italia.....       | 22.50 |
| Yendy 2.....                | 22.99 |

| ITEM    | PRICE |
|---------|-------|
|         |       |
|         |       |
| POSTAGE |       |

Name.....  
Address .....  
Postcode ..... Tel No .....



# SOS

## SAVE OUR SPRITES

**Lives are in peril! It's a dangerous situation! But don't dial 999. Send for the CF tip squad.**

### THE AMAZING SPIDERMAN

#### Empire

My special spider sense warns me that Adam Warne, Billy Rowbotham, T Malone, M Gannon and Alice Dockeray are all in need of an infinite energy listing.

```
0 REM SPIDERMAN CHEAT BY WAZ
1 FOR X=336 TO 385:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>5569 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 336
10 DATA 032,086,245,169,032,141,085,003
11 DATA 169,104,141,086,003,169,001,141
12 DATA 087,003,076,167,002,087,065,090
13 DATA 072,234,169,000,141,032,208,173
14 DATA 173,008,201,229,208,005,169,096
15 DATA 141,173,008,234,234,104,044,013
16 DATA 220,096
```

### WEIRD DREAMS

Activision

Wayne Wallwork and Darren Louth wrote in for a cheat ages ago, so it's about time we printed one. On the title screen, type DEBBIE and the music will change – you can now start the game with infinite lives. Cheers to Warren Pilkington for that little tip.

### AVENGER Gremlin

Here are some ever-so-handly tips for this hectic arcade adventure especially for D Parlett, Gary Thompson and Neil Fisher. This is the order in which to collect the objects:

- The container that holds the Poison of Nil
- The Orb of Protection
- The Metal Bar, which can be used to open the grills

Spiderman, an honorary member of the Avengers.

### IN DISTRESS?

Having problems with a game? Then the CF life-savers are here. Jot down which game you're stuck on (along with the name of the publisher) on a postcard or sealed-down envelope and tell us what type of cheat you'd prefer. Include your name and address and post the whole lot to us at SOS, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

- The Enchanted Rope (from the Monks).
- Now go to the grill above the sleeping Monoric, fall into the room and grab the sword.
- Find the Manse (the flashing Monk) and touch him
- Seek out the Iron Fist. Touch the man standing next to the Horse Shoe, then collect it.
- Now go and find the Scroll
- Finally you need to find the exit, which is north-east of the main entrance.
- Once you've carried out all the tasks, go to the exit where a bridge has magically appeared. Cross it to finish the game.

### APB Domark/Hit Squad

Here's a petite listing for infinite demerits, as requested by Terry Watts, Paul Swift, Matthew Nowers and a chap called Streaky. Simply type it in, SAVE it for any subsequent use, then RUN it.

```
0 REM APB CHEAT BY WAZ
1 FOR X=528 TO 556:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2679 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 528
4 DATA 169,029,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,150,141
6 DATA 027,001,169,125,141,029,001,169
7 DATA 188,141,030,001,096
```

### SPITTING IMAGE Hit Squad

David Scoffin is nothing like the 'spitting image' of a champion gamer (mega-groan – the rest of the CF crew) so he'd better try his luck with this mighty Martin Pugh listing for complete and total invincibility (and isn't the new series downright appalling? – Ed).

```
0 REM SPITTING CHEAT BY M PUGH
1 FOR X=517 TO 571:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5529 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,
222,003
14 DATA 169,051,141,223,003,169,
002,141
15 DATA 224,003,032,069,003,096,
238,032
16 DATA 208,169,173,141,135,014,096
```

### LITTLE COMPUTER PEOPLE

Activision

If you're having a little trouble communicating with your LCP, or if you don't own a reset switch (in which case the listing in CF28 is a little redundant), here's the complete vocabulary list. Sorry about the Americanisms, y'all...

ADD • ADDITION • ALLERGIC • ALLERGY • ANAGRAMS • APATHETIC • APPEAR • APPEARS • ATTENTION • AWFUL • BEDROOM • BOOGIE • BORED • BOWL • BRUSH • BURN • CABINET •

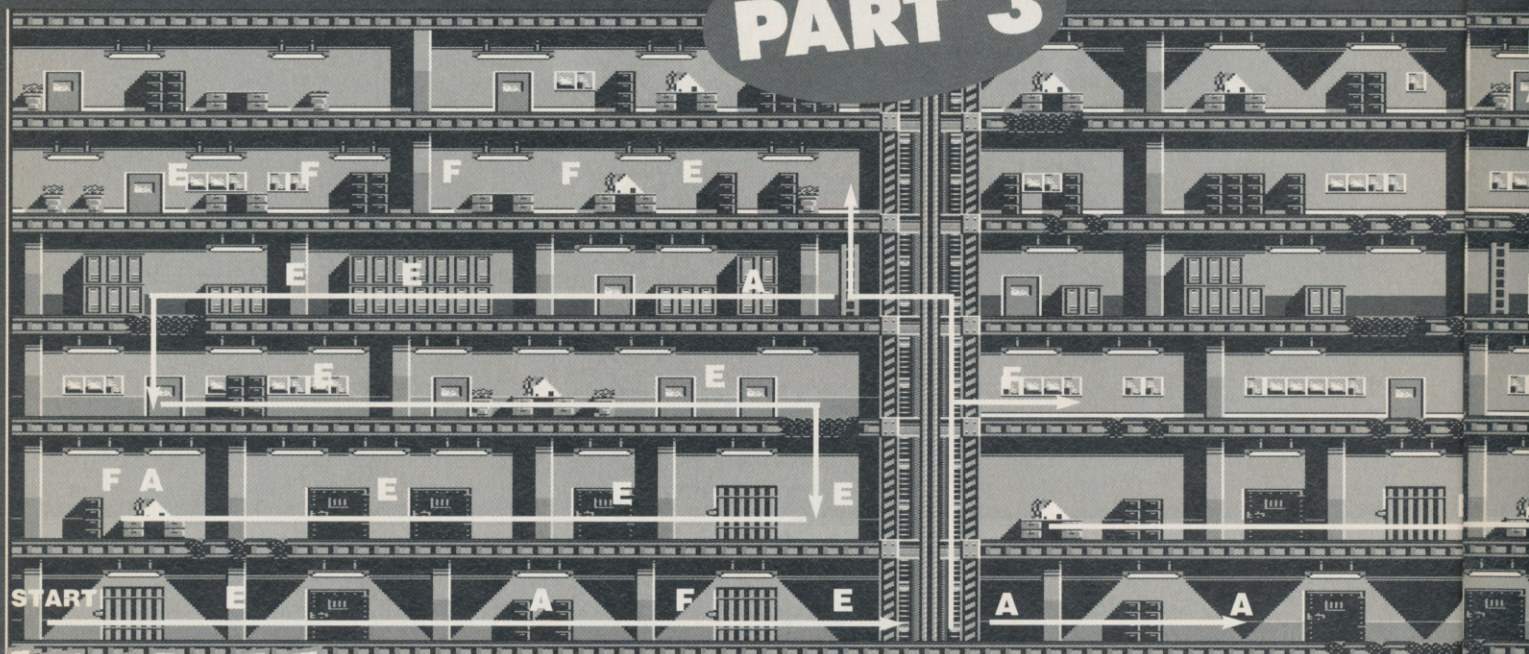
CAN • CARD • CARDS • CHAIR • CHILLY • CLEAN • CLOSET • COLD • COMMODORE • COMPUTER • CONFIDE • COOLER • DANCE • DISH • DIVIDE • DIVISION • DO • DOG • DRESSER • DRINK • DUST • ENJOY • EXCUSE • FEED • FEVER • FILING • FILL • FIRE • FIREPLACE • FLOSS • FLUID • FLUIDS • FREEZER • FRIDGE • FUGUE • GAME • GET • GLASS • HANGMAN • HANKY • HATE • HEAR • HELLO • HEY • HOME • HOMEWORK • HOUSE • HYGIENE • IF • IGNITE • IMBIBE • IN • INSIDE • IS • IS • IVORIES • JAZZ • KEEP • KITCHEN • LETTER • LIGHT • LIKE • LIKE • LIQUID • LIQUIDS • LISTEN • LOG • LOGON • LOOK • LOOKS • MAKE • MATH • MATTER • MESSY • MOON • MULTIPLI-

CATION • MULTIPLY • MUSIC • MUTT • NIGHT- STAND • NOTE • ON • OPEN • OUGHT • PARDON • PERFORM • PET • PIANO • PICK • PLATTER • PLAY • PLAYING • PLEASE • POKER • POLLEN • POOCH • PROBLEM • PROBLEMS • PROGRAM • PUT • RECORD • REFRIGERATOR • RELAX • SEEM • SEEMS • SERENADE • SHOULD • SHOW • SLOPPY • SONATA • SONG • SPIN • START • STEREO • STORED • SUBTRACT • SUBTRACTION • TEETH • TELL • TICKLE • TIDY • TIRED • TROUBLES • TRY • TUNE • TURNTABLE • TV • TYPE • UNTIDY • UP • UPSTAIRS • USE • UTILITIES • WAR • WATER • WHAT • WHAT'S • WILL • WOULD • WRITE • YOU •



# LETHAL WEAPON

## PART 3



### LEVEL 4.1

#### POLICE STATION

**From the start:** Shoot terrorist • get ENERGY • go right • shoot terrorist • collect AMMO • go right • get FIRE-POWER • go right • get ENERGY • right • shoot terrorist • collect AMMO • go right • get AMMO • go left • jump up on to lift and go up to next floor • left • shoot bomber and terrorist • collect ENERGY • go left • get ENERGY • left • kill terrorist • collect ENERGY • go left • shoot bomber • left • kill bomber • jump left over gaps • collect AMMO and FIRE-POWER • go right to the lift • get on lift and go up to the next floor • shoot knife thrower and terrorist to the right • collect ENERGY • get on lift and go up to next

floor • up ladder to the left • kill terrorist • get ENERGY • go left • get both FIRE-POWER • left • shoot terrorist • collect FIREPOWER • go left • shoot terrorist • collect ENERGY • go right to the ladder • drop down to the level below • shoot terrorist to the left • collect AMMO • go left • shoot terrorist and knife thrower • get ENERGY • left • kill knife thrower • collect ENERGY • go left • drop down gap • shoot knife thrower and terrorist to the left • shoot terrorist to the right • get ENERGY • go right • shoot knife thrower and terrorist • go right • get ENERGY • drop down gap • go right • use lift to jump across lift-shaft • go right • shoot bomber and terrorist • go right • kill bomber • right • shoot bomber • collect ENERGY • go right • shoot bomber • use lift to jump

across lift-shaft • go right • shoot bomber and terrorist • right • shoot bomber • collect ENERGY • go right • kill bomber • collect AMMO and ENERGY • get on lift and get off at the floor with the ladder • up ladder • shoot terrorist opposite • get on next lift and go up to the top floor • go right • jump right across the gaps • continue right • then push up in front of the EXIT door to complete the level.

### LEVEL 42

#### THE GARAGE

**From the start:** Shoot terrorist • collect ENERGY • kill terrorist • go right • shoot terrorist and knife thrower • get AMMO • go right • shoot terrorist • collect AMMO

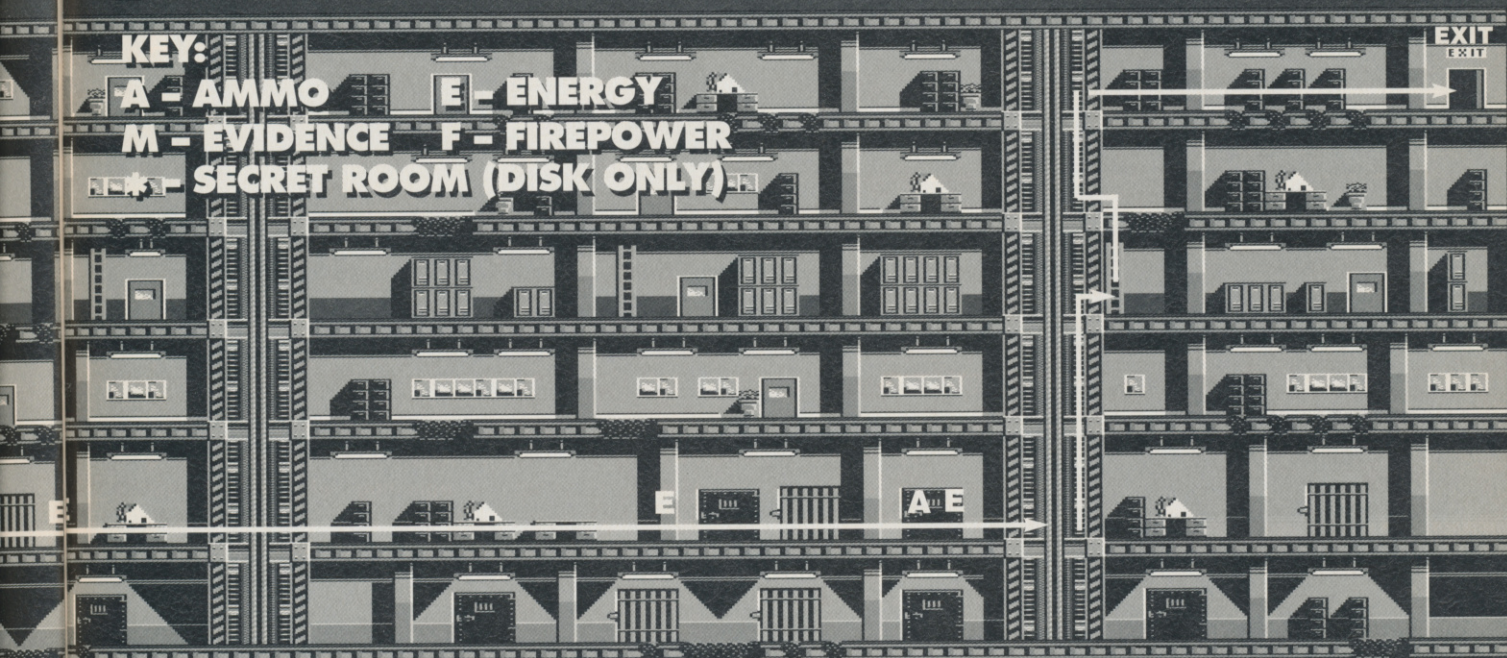




PON

## - THE SOLUTION

With three successful missions under his belt, Andy Roberts returns to bust open the two final levels. Isn't he brave? (No, just stupid - Ed).



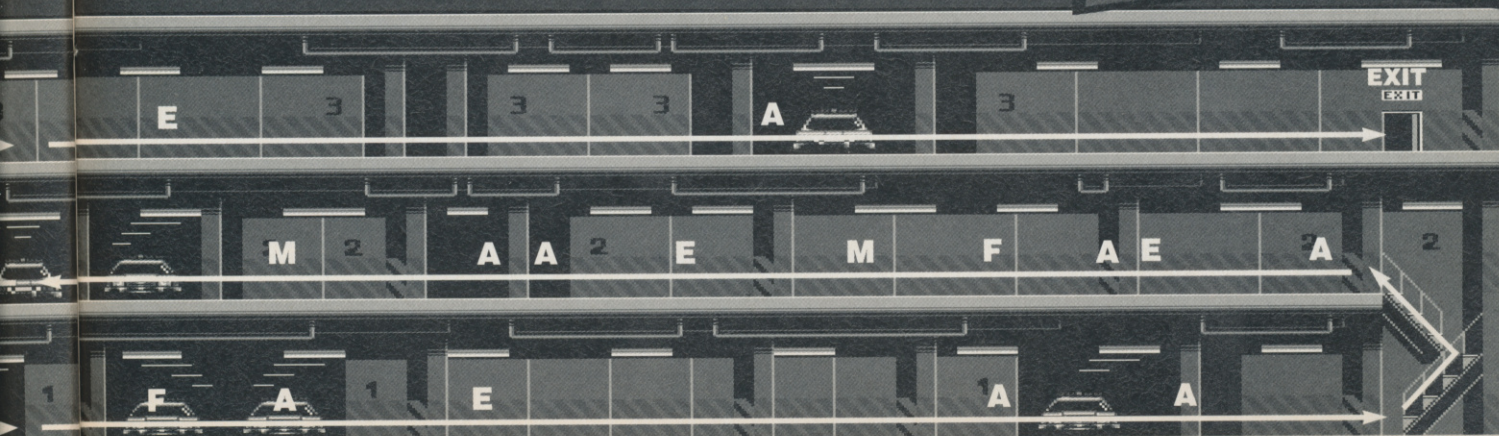
• right • shoot terrorist and knife thrower • go right • shoot terrorist • go right • collect ENERGY • kill knife thrower • go right • shoot terrorist • collect AMMO • go right • shoot knife thrower • continue right • get FIREPOWER • shoot terrorist • right • get AMMO • shoot terrorist and knife thrower • go right • collect ENERGY • shoot terrorist • go right • shoot knife thrower • right • kill terrorist • continue right • shoot knife thrower • right • collect AMMO • kill terrorist • go right • shoot knife thrower and terrorist • collect AMMO • right • up steps to next level • shoot knife thrower to the left • get AMMO • collect ENERGY • get AMMO • left • get FIREPOWER • go left • shoot terrorist • get EVIDENCE • go left • shoot knife thrower • left • shoot

terrorist • get ENERGY • left • get AMMO • shoot knife thrower • get other AMMO • go left • kill terrorist • get EVIDENCE • left • kill knife thrower • shoot terrorist • collect AMMO • go left • shoot knife thrower • get FIREPOWER • left • kill terrorist • get FIREPOWER • go left • shoot knife thrower and terrorist • continue left • get ENERGY • collect EVIDENCE • kill knife thrower and terrorist • go left • kill knife thrower • go left • shoot terrorist • left • shoot knife thrower • continue left • collect ENERGY • up steps to next level • shoot terrorist • get ENERGY • go right • kill terrorist and knife thrower • right • shoot terrorist • right • kill terrorist and knife thrower • continue right • shoot terrorist • get AMMO • go right • shoot knife thrower •

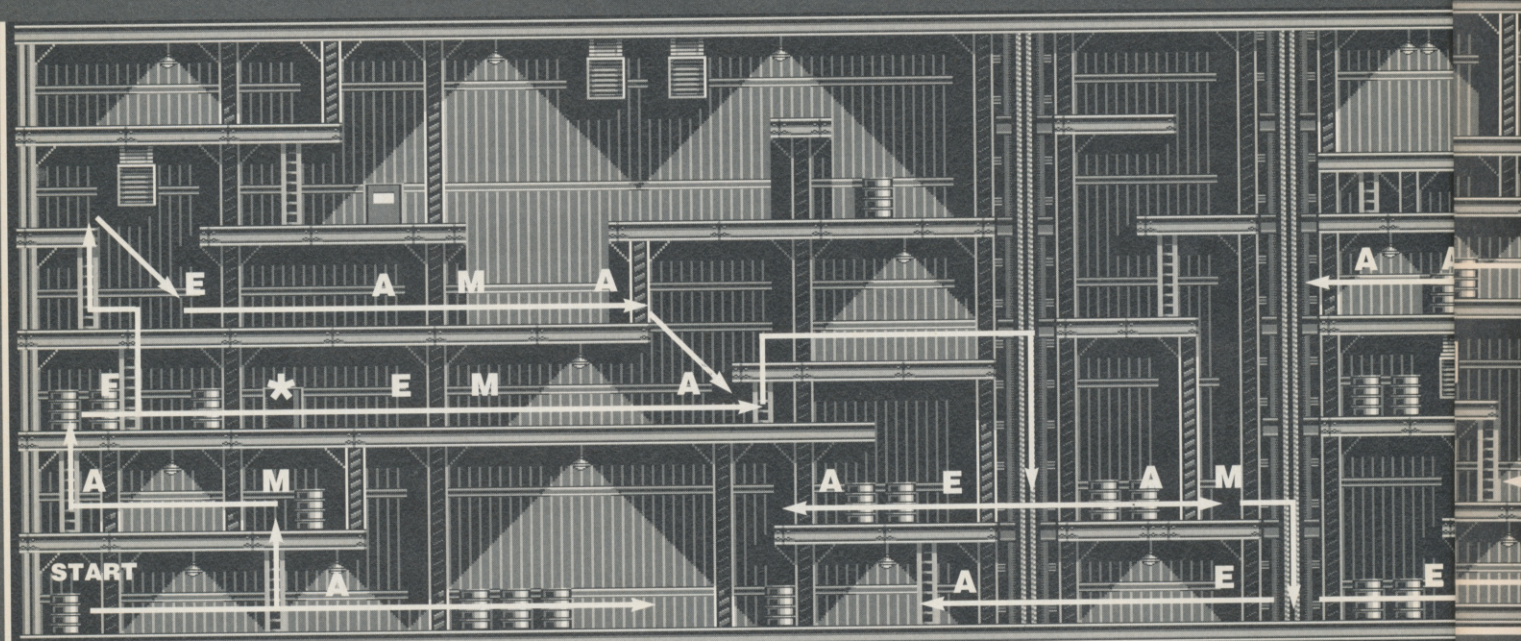
right • collect ENERGY • go right • shoot knife thrower and terrorist • right • kill knife thrower • get ENERGY • go right • shoot terrorist and knife thrower • continue right • shoot terrorist • right • shoot knife thrower • collect AMMO • go right to meet the fourth boss villain.

## BIG BOSS BUSTING

Apart from firing bullets at you (which will pass safely over your head) this chap also drops grenades at regular intervals; these throw out shrapnel in three directions. Stay at the far left of the screen and shoot repeatedly to dispose of him. When he's dead, go right and push up in front of the EXIT door to complete the level.







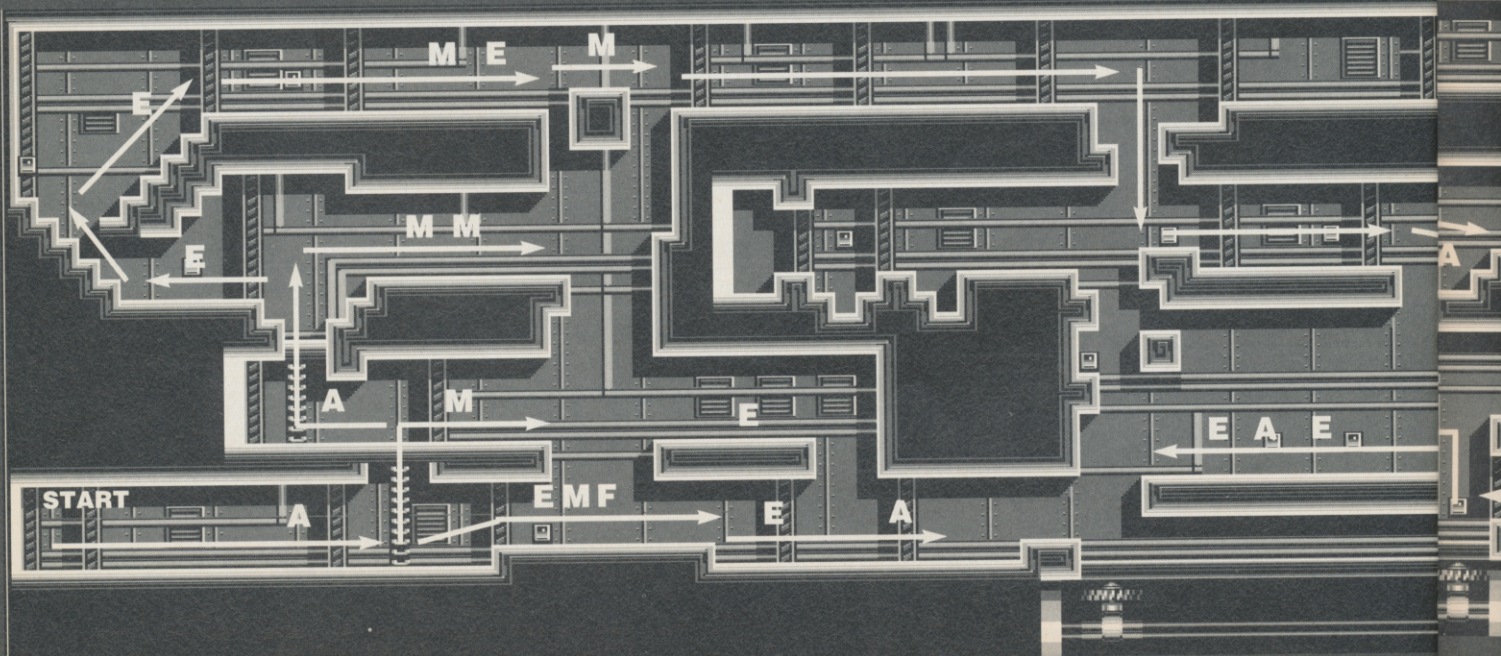
## LEVEL 5.1

### STATION BACKLOT

FROM THE START: Shoot terrorist • collect AMMO • go right • shoot terrorist, get ENERGY • go left • up ladder • shoot terrorists • get EVIDENCE • go left • get AMMO • up ladder • shoot terrorist • get FIREPOWER • go right • get ENERGY • shoot terrorist • right • collect EVIDENCE • go right • get AMMO • go left • up ladder • get ENERGY • shoot bazooka bloke to the right • up ladder • collect ENERGY • drop down • go right • get AMMO • right • shoot terrorist • get EVIDENCE • right • get AMMO • drop down • go right • up ladder • shoot sniper • go right • get on lift and go down to next level • shoot terrorist to the left • get ENERGY • left • get AMMO • go

right • use lift to jump over lift shaft • shoot terrorist • collect AMMO • right • get EVIDENCE • drop down • shoot bazooka bloke to the left • collect AMMO • go left • get AMMO • right • get ENERGY • go right • shoot terrorist • right • get ENERGY • shoot terrorist • continue in a rightwardly fashion (*sorry about that – I got a bit immersed in the 'police role there – Andy*) • up ladder • get AMMO to the right • go left • shoot terrorist • left • collect EVIDENCE and AMMO • go back to the right • drop down • go right • get AMMO • right • collect AMMO • get EVIDENCE • right • shoot terrorist • right • get FIREPOWER and EVIDENCE • go left • up ladder • get EVIDENCE • shoot bazooka bloke • shoot the purple thug to the left (*who's obviously wandered in from The Simpsons – Ed*) • use the lift to jump across lift shaft • shoot ter-

rorist • get AMMO and EVIDENCE • right • shoot the purple thug (*before he turns into a space mutant – Ed*) • up the ladder • collect FIREPOWER • shoot bazooka bloke • go left • drop down • get on the lift and go up to next platform on the left • shoot terrorist • get EVIDENCE • left • get AMMO • go back to the right • get on lift and go up to next level • go left • shoot terrorist • get AMMO • left • shoot terrorist • left • get EVIDENCE • go left • get FIREPOWER • left • kill terrorist • go left • get both lots of AMMO (you can never have too much ammo, you know) • go back to the right • up the ladder • kill the terrorist to the left • get AMMO and EVIDENCE • go left • get AMMO • right • drop down to level below • use lift to jump across lift shaft • go right, then push up in front of the EXIT door to complete the level.







## LEVEL 52

### VENTILATION SYSTEM

From the start: Shoot terrorist • get AMMO • go right • shoot bazooka bloke • get ENERGY • go right • get EVIDENCE and FIREPOWER • right • kill terrorist • collect ENERGY • go right • get AMMO • go back to the left • up ladder • shoot terrorist • collect EVIDENCE and AMMO • up ladder • shoot bazooka bloke to the right • go right • get both EVIDENCE • go left • get ENERGY • up steps • go right • get ENERGY • right • get EVIDENCE and ENERGY • jump right • get EVIDENCE • jump right • right • drop down (hold right) • right • jump right • get AMMO • right • shoot terrorist • collect AMMO • go right • kill terrorist • drop down (hold left) •

### BIG BOSS BUSTING

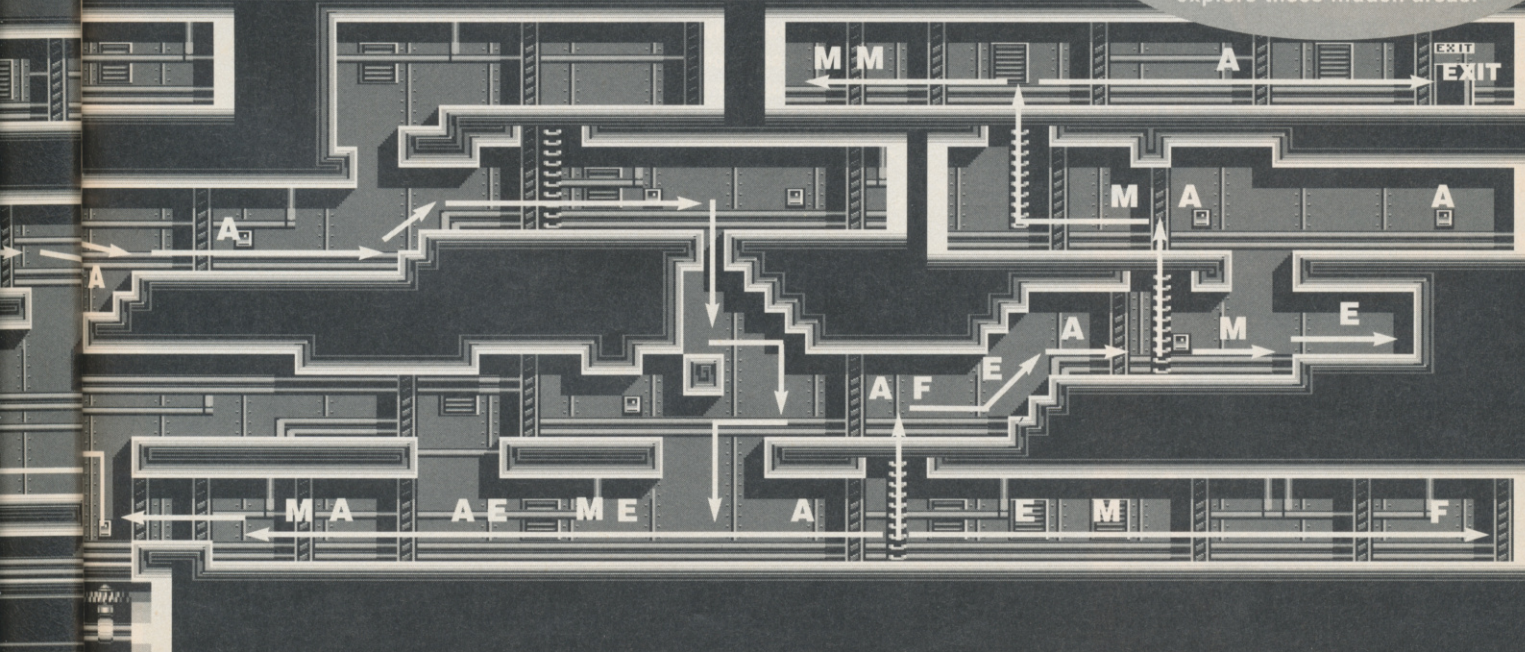
To defeat this chap, stay at the far left of the screen and shoot repeatedly (as before). He will occasionally fire rockets at you – these will pass harmlessly overhead. He also drops mortar bombs periodically which explode like the grenades dropped by the previous boss. Once you've killed him run right and push up in front of the EXIT door to complete the level and the game!

drop down (hold right) • shoot terrorist • drop off to the left • shoot terrorists to the right and left • get AMMO • go left • get ENERGY and EVIDENCE • left • get ENERGY and AMMO • left • shoot terrorist • get AMMO and EVIDENCE • go left • jump across gap using air from fan • kill terrorist • get ENERGY and

AMMO • go left • get ENERGY • go back right • collect ENERGY and EVIDENCE • go right • shoot terrorist • right • shoot terrorist • collect FIREPOWER • left • up ladder • get AMMO and FIREPOWER • go right • get ENERGY • get AMMO • right • shoot bazooka bloke • get EVIDENCE • right • get ENERGY • go left • up ladder • get AMMO • shoot terrorist • collect EVIDENCE • shoot bazooka bloke opposite (you can't see him) • left • up ladder • left • get both lots of EVIDENCE • right • get AMMO • go right to meet the fifth (and final!) Boss Villain.

### THE END?

Not on your life! If you own the disk version, you may have noticed a few extra rooms – join us in CF36 when we explore these hidden areas.





# LISTOMANIA POKERAMIA

**"Oi you! What're you looking at? Do you wanna get a poke in the eye or something?" "I'd rather have an infinite lives POKE, thanks."**

## VINDICATORS *Hit Squad*

Here's a juicy infinite lives listing for this smart arcade conversion which should work on the original full-price version.

```
0 REM VINDICATORS CHEAT BY WAZ
1 FOR X=272 TO 325:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5955 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 272
10 DATA 032,044,247,056,169,033,141,158
11 DATA 003,169,001,141,159,003,076,081
12 DATA 003,169,046,141,228,201,169,001
13 DATA 141,229,201,076,169,201,169,059
14 DATA 141,139,194,169,001,141,140,194
15 DATA 076,000,194,169,173,141,016,015
16 DATA 141,069,015,076,027,008
```

## SHE VAMPIRES *4 Most Horror*

Waking up with a female vampire clinging to your neck can really put a crimp on your day, so why not try this listing POKE to get rid of those nasty blood-suckers for good (no offence, Mr Taxman).

```
0 REM SHE VAMPIRES CHEAT BY WAZ
1 FOR X=336 TO 426:READ
Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>10977 THEN PRINT
"DATA ERROR":END
3 POKE 157,128:SYS 336
10 DATA 032,086,245,169,
032,141,240,003
11 DATA 169,101,141,241,
003,169,001,141
12 DATA 242,003,076,167,002,072,169,032
13 DATA 141,091,166,141,106,167,169,001
14 DATA 141,093,166,141,108,167,169,136
15 DATA 141,092,166,169,144,141,107,167
16 DATA 238,032,208,032,152,001,104,096
17 DATA 224,028,240,003,222,000,008,096
18 DATA 224,028,240,003,249,000,008,096
19 DATA 169,076,141,075,159,169,094,141
20 DATA 076,159,169,159,141,077,159,238
21 DATA 032,208,096
```

## NEIL ANDROID

*4 Most Horror*

Okay, I'll come clean. I'm not quite sure what this listing actually does, but if you own a

copy of the game you could do a lot worse than type it in, SAVE it and RUN it (like watching *Home and Away*, for example).

```
0 REM NEIL ANDROID CHEAT BY WAZ
1 FOR X=336 TO 367:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3878 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 336
4 DATA 032,086,245,169,032,141,240,003
```



## CRYSTAL KINGDOM DIZZY

*CodeMasters*

Infinite lives, infinite chances – all you need is infinite salt for the biggest omelette in culinary history.

0 REM CRYSTAL CHEAT BY WAZ

1 FOR X=272 TO 301:READ

Y:C=C+Y:POKE

X,Y:NEXT

2 IF C<>3510 THEN

PRINT "DATA

ERROR":END

3 INPUT"INFINITE

LIVES Y/N";A\$:IF

A\$="N" THEN POKE

297,206

4 INPUT"INFINITE

CHANCES Y/N";B\$:IF

B\$="N" THEN POKE 292,206

5 POKE 157,128:SYS 272

6 DATA 032,086,245,169,032,141,090,003

7 DATA 169,001,141,092,003,076,167,002

8 DATA 238,032,208,169,173,141,215,152

9 DATA 169,173,141,001,153,096

# POWER PACK

## STEEL

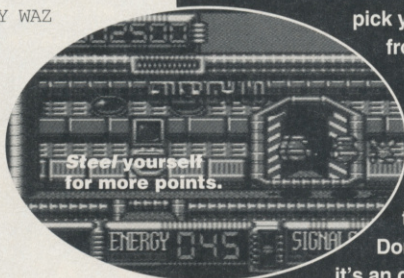
Not only can we offer you infinite energy as standard. Not only can we offer you the option of infinite energy in the sub-games.

We can also offer you the option to

pick your difficulty level from one to eight so that, for example, if you choose two you need only complete two sub-games and take two cartridges to the cartridge room.

Don't pass this one up – it's an offer you can't refuse!

```
0 REM STEEL CHEAT BY M PUGH
1 FOR X=516 TO 569:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5386 THEN PRINT "DATA ERROR":END
3 INPUT"SUBGAME INFINITE ENERGY Y/N";A$
4 IF A$="Y" THEN POKE541,141:POKE544,141
5 INPUT"DIFFICULTY LEVEL 1-8";B:POKE 563,B
6 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,014,010,076,230,003,169
13 DATA 000,173,207,021,173,032,022,206
14 DATA 044,022,206,146,032,206,034,033
15 DATA 206,230,041,206,062,045,169,008
16 DATA 141,116,036,076,027,008
```



## THRUST

What a Corker of a listing this is. Not content with providing you with infinite lives and loads of fuel, it also offers sprite cheats (which make you immune to everything except bullets), plus an option to stop the planet countdown timer.

What more could you need?

0 REM THRUST CHEAT BY M PUGH

1 FOR X=516 TO 577:READ Y:C=C+Y:POKE X,Y:NEXT

2 IF C<>7218 THEN PRINT "DATA ERROR":END

3 INPUT"INFINITE LIVES Y/N";A\$:IF

A\$="Y" THEN POKE 567,141

4 INPUT"LOTS OF FUEL Y/N";B\$:IF B\$="Y" THEN POKE 554,173

5 INPUT"STOP COUNTDOWN Y/N";C\$:IF

C\$="Y" THEN POKE 572,141

6 INPUT"SPRITE CHEATS Y/N";D\$:IF D\$="Y"

THEN POKE 532,327 POKE 157,128:SYS 516

10 DATA 032,086,245,169,019,141,207,003

11 DATA 206,208,003,096,072,077,080,169

12 DATA 042,141,013,010,169,002,141,014

13 DATA 010,076,230,003,169,147,141,109

14 DATA 058,169,165,141,102,058,076,053

15 DATA 002,169,153,141,253,093,238,255

16 DATA 093,169,173,173,240,063,169,165

17 DATA 173,174,050,076,036,108



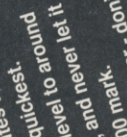
Thrust, the easy way.



A complex geometric pattern consisting of numerous horizontal lines of varying lengths and positions. Interspersed among these lines are small black dots and larger, bold, black letters. The letters include 'A', 'C', 'E', 'S', and two asterisks '\*'. The arrangement is non-repeating and abstract, resembling a stylized architectural drawing or a modern graphic design. The letters and dots are placed at various points along the lines, creating a sense of depth and structure. For example, in the upper left, there is a cluster of 'A's and 'E's. In the center, a large 'S' is prominent. The overall effect is one of organized chaos, with the elements interacting to form a unique visual language.

**Everything you ever needed to know to get through our brill' Power Pack 32 game.**  
**Key: k - Cartridge room C- Cartridge E - Energy point A - Active terminal**

## PLAYING TIPS

- 
- PLAYING TIPS**
- There are dozens of routes to take, but ours is by far the quickest.
  - Recharge your energy level, and never let it drop below the 200 mark.
  - Shoot enemies as they appear - don't allow them to group together.
  - In the sub-game try to keep your ship in the centre of the screen.
  - Don't bump into walls as it wastes valuable energy.





## INTRODUCTORY OFFER JUST £14.99

Commodore 64 microdrive system, superb value add on storage device specially made for the C64. Gives you access to your programs and data THIRTY TIMES faster than cassette and THREE TIMES faster than disc! BARGAIN OFFER PRICE JUST £14.99 including one cartridge. Extra cartridges are available at £3.99 each. Fully Computer controlled functions including format, load, verify, directory etc. Supplied complete with lead, software, instruction manual and one data cartridge. The Microdrive plugs into the cassette port of your C64, another cassette port is provided on the back of the microdrive so you can still use your cassette or daisy chain more than one Microdrive. Telephone orders 0273-203500 Access/Visa. Cheque and postal orders to BULL ELECTRICAL 250 Portland Road Hove Sussex BN3 5QT. Please add £3 post and packing to your order. Established 40 years.

|                                                       |        |
|-------------------------------------------------------|--------|
| Commodore 64 Power Supplies .....                     | £19.99 |
| Commodore 64/128 Compatible Data Recorders .....      | £19.99 |
| Commodore Tape Head Alignment Kit .....               | £9.99  |
| Commodore Data Cassette Head Demagnetizer .....       | £9.99  |
| Commodore 64/128 Light Guns and Games .....           | £29.99 |
| Commodore 64/128 Light Pen and Software .....         | £29.99 |
| Commodore 64 Instruction Manuals .....                | £5.99  |
| Commodore 64C Modulators .....                        | £19.99 |
| Commodore R.F. Leads .....                            | £3.99  |
| Commodore Replacement Data Recorder Plug & Lead ..... | £5.99  |
| Commodore Printer/Disk Drive Lead .....               | £5.99  |
| Commodore Colour Monitor Leads .....                  | £6.99  |

Prices include VAT, postage and packing.

All orders sent by return: Cheque/Visa/Access

**Trading Post, Victoria Road,**  
Shifnal, Shropshire TF11 8AF  
Tel/Fax (0952) 462135



## FREE PD SOFTWARE

## C64 - Amiga - PC

Call (081) 346 0050

or

Write to P.O. Box 1309 London N3 2UT

Independent Commodore Products Users Group

# WIZARD GAMES

1 NORTH MARINE ROAD, SCARBOROUGH, NORTH YORKSHIRE YO12 7EY. IF YOU'RE IN THE SCARBOROUGH AREA, COME IN AND SEE US. OPEN 9.00AM - 5.30PM 6 DAYS A WEEK. TEL: 0723 376586

## C. 64 CASSETTES

|                                                                            |      |                                     |      |                                        |      |
|----------------------------------------------------------------------------|------|-------------------------------------|------|----------------------------------------|------|
| 180 DARTS                                                                  | 2.50 | FUN SCHOOL 2 4-8 YEARS              | 3.75 | SHADOW WARRIORS                        | 2.99 |
| 4 MOST THRILLERS (4 GAMES)                                                 | 3.99 | FUN SCHOOL 2 OVER 8                 | 3.75 | SHANGHAI                               | 1.99 |
| 5TH GEAR                                                                   | 2.99 | FUN SCHOOL 2 UNDER 6                | 3.75 | SHERLOCK                               | 3.99 |
| 3D CONSTRUCTION KIT + INSTRUCTIONAL VIDEO (BUILD YOUR OWN VIRTUAL REALITY) | 3.99 | GLADIATORS (FLYING)                 | 3.75 | SIDEWINDER 2                           | 1.99 |
| ADVANCED DRUNKS + DRAGONS (DRAGONS OF FLAME)                               | 2.99 | GRAHAM GOOCH MATCH CRICKET          | 1.99 | SILKWORM                               | 2.99 |
| ALIEN STORM                                                                | 2.99 | HAMPSHIRE (ROLE PLAYING)            | 3.99 | SNOWBALL IN HELL                       | 2.99 |
| AMAZING SPIDERMAN + CAPT. AMERICA IN DR DOOMS REVENGE                      | 3.50 | HEROBIOTIX                          | 1.99 | SNOOKER + POOL                         | 2.99 |
| ARKANOID REVENGE OF DOH                                                    | 2.99 | I.S.S.                              | 1.99 | SKATEWAYS                              | 2.99 |
| AUGIE DOGGIE + DOGGIE DADDY                                                | 3.99 | ICE HOCKEY                          | 2.99 | SOCCER BOSS                            | 1.99 |
| BALL BLASTA                                                                | 2.50 | INDIANA JONES & FATE OF ATLANTIS    | 7.99 | SOCCER DOUBLE 3                        | 1.99 |
| BALLOON BATTLES                                                            | 3.50 | JIMMY'S SUPER LEAGUE                | 2.50 | SOOTY'S FUN WITH NUMBERS (AGE UP TO 7) | 8.50 |
| BIONIC NINJA                                                               | 2.50 | JOCKEY WILSON DARTS                 | 2.50 | SPACE CRUSADE                          | 4.99 |
| BONANZA BROTHERS                                                           | 2.99 | CHALLENGE                           | 2.50 | SPACE GUN                              | 2.99 |
| BOUNCING HEADS                                                             | 2.50 | JOCKEY WILSON'S COMPENDIUM OF DARTS | 3.50 | SPAGHETTI WESTERN                      | 2.50 |
| BURBLE BOBBLE                                                              | 3.75 | KICK BOX                            | 2.50 | SPEEDZONE                              | 1.99 |
| BURBLE DIZZY                                                               | 3.75 | KICK SNAX DIZZY                     | 3.75 | STEEL                                  | 2.99 |
| BULLY'S SPORTING DARTS                                                     | 3.75 | MAGICLAND DIZZY                     | 3.75 | SUBTERFANE                             | 2.99 |
| BUMP SET SPIKE                                                             | 1.99 | MERCS                               | 2.99 | SUPER KICK OFF 2                       | 4.99 |
| CASTLE MASTER                                                              | 2.99 | MICROPOSSOR GUNSHIP                 | 3.99 | SUPER STOCK CAR                        | 2.50 |
| CHUCKIE EGG                                                                | 3.75 | MIKE REID'S POP QUIZ                | 1.99 | SUPERTED                               | 2.50 |
| CHUCKIE EGG II                                                             | 3.75 | MINI OFFICE                         | 2.99 | SWITCHBLADE                            | 2.99 |
| CLASSIC ARCADE                                                             | 2.50 | NEIGHBOURS                          | 2.99 | SYNTAX                                 | 2.99 |
| INVASERS/MUNCHER/AXIENS                                                    | 2.50 | PAC MANIA                           | 3.99 | TEAM WRESTLING                         | 3.75 |
| COMBAT SCHOOL                                                              | 2.99 | PARA ACADEMY                        | 2.50 | TAI CHI TORTOISE                       | 3.50 |
| COUNT DUCKULA                                                              | 2.50 | PIRATES                             | 2.99 | TARGET RENEGADE                        | 2.50 |
| CREATURES                                                                  | 3.75 | PLAYBOY'S AGE 3-8 YEARS             | 9.99 | TERMINATOR 2                           | 3.75 |
| DAN DARE III                                                               | 2.99 | POO                                 | 1.99 | THE WOMBLES                            | 2.50 |
| DALEK ATTACK                                                               | 7.99 | POPEYE                              | 2.50 | THOMAS THE TANK ENGINE                 | 3.50 |
| DARKMAN                                                                    | 3.75 | POPEYE 3                            | 3.75 | THOMAS THE TANK ENGINE FUN             | 8.50 |
| DIZZY PANIC                                                                | 3.75 | POSTMAN PAT 3                       | 3.75 | TOY BIZARRE                            | 1.99 |
| EDO THE DUCK                                                               | 2.99 | PRO GOLF                            | 2.99 | TREASURE ISLAND DIZZY                  | 3.75 |
| ELVIRE (ARCADE)                                                            | 3.99 | PUB GAMES                           | 2.50 | TREBLE FOOTBALL CHAMPIONS              | 2.50 |
| EMPIRE STRIKES BACK                                                        | 2.99 | PULZINIC                            | 2.99 | TURTLES COIN OP                        | 2.99 |
| EUROPEAN SUPERLEAGUE 2 + BOARD GAME                                        | 5.99 | QUE DEK                             | 2.99 | WEC LE MANS                            | 2.99 |
| F1 TORNAO                                                                  | 3.50 | RALLY DRIVER                        | 1.99 | WELLITERS (SD TETRIS)                  | 2.99 |
| F15 STRIKE EAGLE (MICROPROSE)                                              | 3.99 | RENEGADE                            | 2.50 | WINTER CAMP                            | 2.99 |
| FA CLIP                                                                    | 1.99 | RICK DANGEROUS 2                    | 3.75 | WINTER SUPER SPORTS                    | 2.99 |
| FANTASY WORLD DIZZY                                                        | 3.75 | ROUND THE BEND                      | 2.99 | (8 SPORTS EVENTS)                      | 4.99 |
| FIRST SAMURAI                                                              | 3.99 | SAILING                             | 1.99 | WORLD CRICKET                          | 2.99 |
| FOOTBALL MANAGER 3                                                         | 7.99 | SCORPION                            | 2.99 | WORLD SOCCER                           | 2.99 |

## ANY 6 OF THE FOLLOWING SPORTING TITLES FOR £5.00

|                         |
|-------------------------|
| KENTUCKY RACING         |
| CHAMPIONSHIP SPRINT     |
| OLYMPIC SPECTACULAR     |
| RUGBY BOSS              |
| RUN FOR GOLD            |
| SOCCER CHALLENGE        |
| CRICKET INTERNATIONAL   |
| FOOTBALL FRENZY         |
| US BASKET MASTER        |
| CHAMPIONSHIP BASKETBALL |
| JUDO                    |
| SOCCER BOSS             |
| ENDZONE                 |
| AUSSIE RULES FOOTBALL   |

## COMPILATIONS - DISK

|                                                                                            |      |
|--------------------------------------------------------------------------------------------|------|
| THE POWER HOUSE                                                                            | 3.99 |
| SECRET OF KANDOR/TERMINATOR                                                                | 4.99 |
| TRIPLE DECKER                                                                              | 4.99 |
| INVASERS/MUNCHER/AXIENS                                                                    | 4.99 |
| SIX APPEAL                                                                                 | 5.99 |
| TWIN WORLD/PICK 'N' PILE/RICK DANGEROUS SATN 1-2/EAT/PUFFY'S SAGA                          | 5.99 |
| SUPREME CHALLENGE                                                                          | 5.99 |
| STARGLIDER/TETRIS/ELITE/ACE 2/THE SENTINEL                                                 | 4.99 |
| MEGA PACK                                                                                  | 4.99 |
| EYE OF HORUS/TIME FIGHTER/STAR RAY/MATADE                                                  | 5.99 |
| PSYCHO'S SOCCER                                                                            | 5.99 |
| FIGHTING SOCCER/KICK OFF 2/WORLD CHAMPIONSHIP SOCCER/MANCHESTER UNITED                     | 5.99 |
| CLUBHOUSE SPORTS                                                                           | 5.99 |
| 3D PINBALL/SHOOTING GALLERY                                                                | 4.99 |
| BILLIARDS/SKEE/BALL/FOOTBALL/CRAZY POOL                                                    | 4.99 |
| BALL GAMES PACK                                                                            | 4.99 |
| GOLF/FOOTBALL MANAGER/HEAD COACH/KICK OFF                                                  | 7.99 |
| MINDSTRETCHERS                                                                             | 7.99 |
| SCRABBLE/MONOPOLY/CLUEO                                                                    | 6.99 |
| TEST DRIVE II THE COLLECTION                                                               | 6.99 |
| THE DUAL TEST DRIVE II/EUROPEAN CHALLENGE/CALIFORNIA CHALLENGE/MUSCLE CARS/ THE SUPER CARS | 6.99 |

## COMPILATIONS - CASSETTE

|                                                                                             |      |
|---------------------------------------------------------------------------------------------|------|
| POSTMAN PAT COLLECTION                                                                      | 6.99 |
| POSTMAN PAT 1, 2 & 3                                                                        | 6.99 |
| POPEYE COLLECTION                                                                           | 6.99 |
| POPEYE 1, 2 & 4                                                                             | 6.99 |
| CHART ATTACK                                                                                | 4.99 |
| CLOUD KINGDOMS/SUPER CARS/GHOULS 'N' GHOSTS/IMPOSSIBLE/LOTUS ESPRIT                         | 3.99 |
| LOOPY COLLECTION                                                                            | 3.99 |
| EMILYN HUGHES ARCADE QUIZ/AUDIOGENIC/ HELTER SKELTER                                        | 3.99 |
| JAMES BOND COLLECTION                                                                       | 3.99 |
| THE SPY WHO LOVED ME/LICENCE TO KILL/LIVE & LET DIE                                         | 4.99 |
| SUPER HEROES                                                                                | 4.99 |
| LAST NINJA 2/INDIANA JONES & THE LAST CRUSADE/STRIDER 2/JAMES BOND THE SPY WHO LOVED ME     | 5.99 |
| HERO QUEST + RETURN OF THE WITCHLORD                                                        | 4.99 |
| MEGA SPORTS                                                                                 | 4.99 |
| THE GAMES SUMMER EDITION/THE GAMES WINTER EDITION/SUMMER GAMES/ SUMMER GAMES 2/WINTER GAMES | 2.99 |
| POWER PACK                                                                                  | 2.99 |
| BMX KID/THRUST 2/IMAGINATION/PRODIGY                                                        | 2.99 |

## DISKS - SPECIAL OFFER - NOT BOXED AUSTRALIAN RULES FOOTBALL/FALLEN ANGEL/BOXING MANAGER - ALL 3 FOR £2.99

GAMES SUBJECT TO AVAILABILITY  
PLEASE NOTE - A PHONE CALL RESERVES YOUR ORDER. ORDERS UNDER £5.00 ADD 50p POSTAGE + PACKING. CHEQUES + POSTAL ORDERS MADE PAYABLE TO WIZARD GAMES. PLEASE ALLOW 7 DAYS FOR DELIVERY

## C. 64 DISKS

|                        |      |                        |      |                       |      |                                   |      |
|------------------------|------|------------------------|------|-----------------------|------|-----------------------------------|------|
| BALDERDASH 4           | 4.99 | DICK TRACY             | 4.99 | LAST BATTLE           | 3.99 | SCRABBLE DE LUXE                  | 4.99 |
| BAT                    | 6.99 | DIG DUG                | 4.99 | LOTUS ESPRIT          | 4.99 | SECURITY ALERT                    | 4.99 |
| BLOOD BROTHERS         | 4.99 | DISCOVERY              | 4.99 | MONOPOLY DELUXE       | 3.99 | SPACE CRUSADE                     | 9.99 |
| BLUE THUNDER           | 3.99 | EDO THE DUCK           | 3.99 | MOONSHADOW            | 3.99 | SPOT                              | 5.99 |
| BOOK OF THE DEAD       | 3.99 | EVILVA (ARCADE)        | 3.99 | NATO ASSAULT COURSE   | 4.99 | SPY VS SPY 1                      | 3.99 |
| COSMO HEAT             | 4.99 | EUROPEAN CHAMPIONS     | 4.99 | NEIGHBOURS            | 3.99 | STEVE DAVIS SNOOKER               | 3.99 |
| COSMO CAUSEWAY         | 4.99 | F1 TORNAO              | 3.99 | NINJA HAMSTER         | 3.99 | SWIFT SPEEDSHEET                  | 4.99 |
| CRICKET CAPTAIN        | 4.99 | FEDERATION             | 4.99 | OFF ROAD RACING       | 5.99 | TOP CAT                           | 4.99 |
| DALEK ATTACK           | 9.99 | GAZZA 2                | 4.99 | OVERLANDER            | 3.99 | TOP SHOTS KICK OFF                | 3.99 |
| DAN DARE III           | 4.99 | GLIDER PILOT           | 4.99 | PIT FIGHTER           | 4.99 | TRACK SUIT MANAGER                | 4.99 |
| DEATH OR GLORY         | 4.99 | ICE HOCKEY             | 3.99 | PREDATOR              | 4.99 | WACKY RACES                       | 4.99 |
| DEFENDERS OF THE EARTH | 4.99 | JAHANGER KHAN'S SQUASH | 4.99 | Road Runner           | 4.99 | WINTER SUPERSPORTS 92             | 4.99 |
| DEFLECTOR              | 3.99 | LAS VEGAS CASINO       | 4.99 | RUGBY (THE WORLD CUP) | 4.99 | WORLD CHAMPIONSHIP BOXING MANAGER | 3.99 |
|                        |      |                        |      |                       |      | WORLD'S GREATEST BALL GAMES       | 3.99 |

THIS IS JUST A SMALL SELECTION OF OUR STOCK. PLEASE SEND FOR OUR LISTS ON AMSTRAD/SPEC OR C64 CASSETTE OR DISK.

ORDERS UNDER £5 ADD 50p POSTAGE + PACKING. PRICES INCLUSIVE OF POSTAGE + PACKING FOR ORDERS OVER £5. GAMES SUBJECT TO AVAILABILITY. PLEASE NOTE - A PHONE CALL RESERVES YOUR ORDER. CHEQUES + POSTAL ORDERS MADE PAYABLE TO WIZARD GAMES. PLEASE ALLOW 7 DAYS FOR DELIVERY. OVERSEAS CUSTOMERS PLEASE ADD £1 PER GAME.



# TECHIE TIPS

Ever seen Universal Soldier? Rubbish, isn't it? But this isn't. It's dead good. It's where Jason Finch answers all your techie problems. So if you've got any write to Techie Tips, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW. No hoary old SF clichés guaranteed.



## BROT PLOTTING

Dear Techie Tips,  
I take it from your reply to David Robertson's letter in

CF31 that you would like to see a multicolour Mandelbrot set plotter. Here's mine. It's all in Basic and therefore very, very slow but it does work. On average it takes two to four hours; faster than your black and white version since in effect you are only testing half the number of points on the x-axis. These versions do not cover the whole screen since that can take 12 hours at high magnifications. If you know of a machine code version I'd love to see it.

Neil McLean, Canterbury.

```
10 REM BASIC MANDELBROT SET PLOTTER
20 REM BY N.MCLEAN
30 :
40 GOSUB 390
50 GOSUB 310
60 :
70 REM MAIN LOOP
80 FOR J=20 TO 180 STEP 1
90 FOR I=80 TO 240 STEP 2
100 Q=((I-80)/54)-2:W=((J-20)/54)-1.5
110 GOSUB 200
120 IF B=1 THEN 150
130 E=A AND 3
140 GOSUB 260
150 NEXT I,J
160 POKE 53280,2
170 GET A$:IF A$<>" " THEN 170
```

```
180 POKE 53265,27:POKE
53270,200:POKE 53272,21
190 END
198 :
199 REM SERIOUS MATHS
200 X=0:Y=0:A=0
210 C=(X*X)-(Y*Y):D=2*(X*Y)
220 X=C+Q:Y=D+W:Z=X+Y:A=A+1
230 IF Z<-2 OR Z>2 THEN
B=0:RETURN
240 IF A>25 THEN B=1:RETURN
250 GOTO 210
258 :
259 REM PLOT POINT
260 CH=INT(I/8):RO=INT(J/8):LN=J AND 7
270 BY=8192+(RO*320)+(CH*8)+LN
280 BI=I AND 7
290 POKE BY,PEEK(BY)OR
A(E,BI)
```



Create your very own finale to 2001!

```
300 RETURN
308 :
309 REM SET UP BIT MAP
310 POKE 53265,PEEK(53265)OR 32
320 POKE 53270,PEEK(53270)OR 16
330 POKE 53272,PEEK(53272)OR 8
340 POKE 53280,0:POKE 53281,0
350 FOR X=1024 TO 2023:POKE X,152:NEXT X
360 FOR X=55296 TO 56295:POKE X,7:NEXT X
370 FOR X=8192 TO 16191:POKE X,0:NEXT X
380 RETURN
388 :
389 REM SET UP VARIABLES
390 DIM A(3,7)
400 FOR I=0 TO 3
410 FOR J=0 TO 7
420 READ A(I,J)
430 NEXT J,I
440 RETURN
448 :
450 DATA 000,000,000,000,000,000,000,000
460 DATA 064,064,016,016,004,004,001,001
470 DATA 128,128,032,032,008,008,002,002
480 DATA 192,192,048,048,012,012,003,003
```

## ONE FOR ALL

Dear Techie Tips,  
I know it's a lot to ask, but is it possible to have about four routines in machine code running at the same time, with the same SYS call? The reason for my asking is because all the routines I have start FOR X=49152 TO... If it's impossible, can you give me any help please. By the way, keep the machine code routines coming, they're brilliant!

David Lee, Chesterfield.

It is possible to have more than one machine code program running at what appears to be the same time, but not four, and not under these circumstances. You need to 'relocate' the machine code so that it's stored somewhere else in memory. However, this isn't easy (that's our Jason, a master of understatement - Ed) if you don't understand machine language because you need to change references within the programs as well. So until you learn machine language, it's one application at a time, I'm afraid.



I'm shocked and impressed. As to knowing whether a machine code Mandelbrot plotter for the C64 exists... well I didn't even know anyone had written a Basic version, so sorry, I can't help you there. Mandelbrots, by the way, are freaky patterns that are generated using a very weird but simple piece of maths and Neil's program plots these patterns in three colours. For those of you



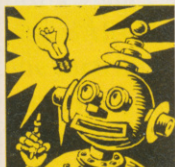


into fractals, you may find the results of using these alternative pairs of lines interesting:

```
100 Q=((I-80)/320)-0.4:W=((J-20)/320)+0.65
240 IF A>30 THEN B=1:RETURN

100 Q=((I-80)/400000)-0.168:W=((J-20)/400000)+1.036
240 IF A>150 THEN B=1:RETURN

100 Q=((I-80)/4000)-0.75:W=((J-20)/4000)+0.2
240 IF A>100 THEN B=1:RETURN
```



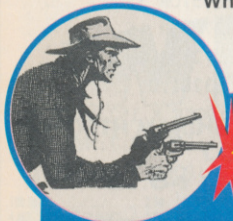
## CBM'S QUICK CREEP?

Dear Techie Tips,

- 1 Can you give me a machine code routine that makes text flash smoothly Extended Background Colour Mode?
- 2 What is an IRQ?
- 3 How is it used?
- 4 How can I put the cursor anywhere on screen ready for a PRINT or INPUT (without the cursor key reverse symbols scattered everywhere)?
- 5 Where can I get a Power Cartridge?
- 6 Does the PC have a machine code monitor and extended Basic options?
- 7 Can screens 'frozen' with the PC be printed on an MPS801?

Philip Underhill, Leamington Spa.

Right Philip, before you start thinking, "What? I didn't write a letter



● I need a listing that will allow me to print words in the border (in other words, make it possible to use the entire screen to write on).

Michael Maclean, Isle of Lewis.

You can't use the entire screen to write on. It is relatively easy, in machine code, to get rid of the upper and lower borders, but you can only create 'gaps' in the left and right borders and the process is very fiddly. Programs that appear to have writing in the borders actually use sprites, the only thing you can display there.

● Can you give me some details on *Mini Office 2*? Can the tape version be used with a disk drive?

Francis Donohoe, County Laois, Ireland.

*Mini Office 2* is a package that contains a number of high quality programs, including a word processor, database and spreadsheet. I recommend it if you're

## NO STRINGS ATTACHED

Dear Techie Tips,  
Please could you tell me how to use GET in conjunction with ON because the following doesn't seem to want to work?

```
10 GET A$:IF A$="" THEN 10
20 ON A$ GOTO 100,200,300,400,500
```

Also, why does this bit of program not work?

```
500 GET A$:IF A$="" THEN 500
510 POKE 53281,A$
```

What am I doing wrong?

Oliver Brooke, County Cork, Ireland.

This is a very common mistake; you're getting confused between different types of variables. A\$ (said 'A-string') is designed for storing text, like "HELLO". Numeric variables, such as A (without the dollar sign), are for storing numbers only. So A="HELLO" does not work, and neither does A\$=7. The ON command needs a numeric variable, as in ON A GOTO..., and POKE needs a numeric variable too, as in POKE 53281,A. To convert from string to numeric variables, use the VAL command, or STR\$ to do the opposite. So change the A\$ in lines 20 and 510 to A, then bung in two new lines: 15 A=VAL(A\$) and 505 A=VAL(A\$).

that long!" what I've done is pick the questions from the wodge of letters you've sent (and there's a round of applause for the first person who manages to unravel this letter's title).

1 Change the three sets of values in lines 21-26 to change the colours used (there are 16 numbers for each background colour):

```
0 REM EBCM GLOW BY J.FINCH
1 FOR X=49152 TO 49276:READ Y:POKE X,Y:C=C+Y:NEXT X
2 IF C<>9812 THEN PRINT "DATA ERROR":END
```

```
3 SYS 49152
4 POKE 53280,0:POKE 53281,0
5 PRINT CHR$(147);CHR$(5);
6 FOR X=0 TO 3:PRINT
  TAB(X*4);"COMMODORE
  FORMAT":PRINT:NEXT X
7 FOR A=1 TO 3:FOR B=0 TO 15
8 POKE 1024+A*84+B,PEEK
  (1024+A*84+B)OR(A*64)
9 NEXT B,A
10 DATA 120,169,127,141,013,
  220,173,013
11 DATA 220,169,091,141,017,
  208,169,000
12 DATA 141,018,208,141,076,
  192,169,042
13 DATA 141,020,003,169,192,
  141,021,003
14 DATA 169,001,141,025,208,
  141,026,208
15 DATA 088,096,174,076,192,
  189,077,192
16 DATA 141,034,208,189,
  093,192,141,035
17 DATA 208,189,109,192,141,036,208,232
18 DATA 138,041,015,141,076,192,238,025
19 DATA 208,076,049,234,000
20 :
21 DATA 003,003,014,014,014,006,006,011
22 DATA 011,006,006,014,014,014,003,003
23 DATA 013,003,003,005,005,003,003,013
24 DATA 013,013,001,001,001,001,013,013
25 DATA 009,002,002,008,008,008,010,010
26 DATA 010,010,008,008,008,002,002,009
2 An Interrupt ReQuest.
3 Briefly, it taps the C64 on the shoulder 50
  times every second and goes, "Oi! I want to
```

# QUICK SHOTS

searching for any one of those types of program then this package as a whole is excellent value for money.

Both the disk and tape versions have options for selecting which device you use so, yes, the tape version can be used with a disk drive. You may have a little trouble fitting the *Mini Office 2* tape into the drive's slot, though! (Check out our Mail Order service on page 80 - Ed.)

● I recently bought a C64 with various bits and bobs. Some of the disks that came with it have two or three commercial games copied on each side, most from tape games. How is this done? Is it illegal?  
A Toulson, England.

There are various methods for copying commercial games from tape to disk but I am not at liberty to tell you what they are as it is considered software piracy and is, indeed, illegal. Find the person you bought it all off and give their wrists a good slap.

● Lately I've heard a lot of talk about 3.5-inch disk drives. If I bought one for my C64, which is the best word processor to use with it?  
George Bennion, Croydon.

The only decent 3.5-inch disk drives for the C64 come from the USA and you can't buy word processors on 3.5-inch disks for them. If you want a disk drive, buy a 1541-II from Datel Electronics Ltd (☎ 0782 744707) and then get the *Mini Office 2*.

● How can I read the joystick ports?  
Paul Cresham, Swindon.

Try out this short proggy which reads the joystick in port one. For port two change line 10 to 10 J=127-PEEK(56320).

```
10 J=255-PEEK(56321)
20 IF (J AND 1) THEN PRINT "UP"
30 IF (J AND 2) THEN PRINT "DOWN"
40 IF (J AND 4) THEN PRINT "LEFT"
50 IF (J AND 8) THEN PRINT "RIGHT"
60 IF (J AND 16) THEN PRINT "FIRE"
70 GOTO 10
```



do something else!" The C64 then says, "Okay then, but be quick!" and the IRQ thingy gets to work. When it has finished it says, "Cheers, C64, now you carry on with what you were going to do." You can enter the following bit of code using a machine code monitor and then start it using SYS 49152. The first bit of code changes the IRQ vector at \$0314 and \$0315 to point to a new piece of code (at \$C00D in this case). The new piece of code then makes the border change colour 50 times a second. The JMP \$EA31 is the machine code version of, "carry on with what you were going to do," and also monitors the keyboard so that you can type away while the border is flashing.

A C000

```
> C000 78      SEI
> C001 A9 0D    LDA #$0D
> C003 8D 14 03 STA $0314
> C006 A9 C0    LDA #$C0
> C008 8D 15 03 STA $0315
> C00B 58      CLI
> C00C 60      RTS
> C00D EE 20 D0 INC $D020
> C010 4C 31 EA JMP $EA31
> C013
```

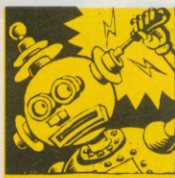
4 Lines 1000 and 1010 of this short demonstration are the lines that do the biz:

```
10 PRINT CHR$(147)
20 X=INT(RND(1)*34)+1
30 Y=INT(RND(1)*23)+1
40 GOSUB 1000
50 PRINT "HELLO"
60 GOTO 20
999 REM POSITION CURSOR
1000 POKE 781,Y:POKE 782,X:POKE 783,0
1010 SYS 65520
1020 RETURN
```

5 Bitcon Devices Ltd, 88 Bewick Road, Gateshead NE8 1RS (☎ 091 490 1975).

6 Yes and yes. In fact, the extended Basic is absolutely cool with all the commands you're likely to need to help you program. It has 'toolkit' things like RENUMBER, AUTO and so on rather than stuff like CIRCLE, SOUND and COLOUR.

7 Yes again.

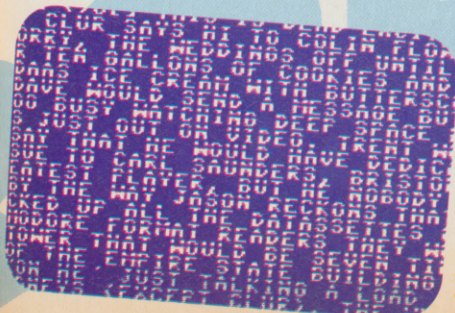


## FONT FACTORY

Dear Techie Tips,  
I have written a short piece of machine code that will effectively make a new

character set by copying the first 64 characters of the normal ROM character set and storing a zero byte on the third line of each character.

James Coulter, County Tyrone, Ireland.



Cheers, here's the code in the form of a Basic loader:

```
0 REM CHAR COPIER/ DEFINER BY J.COULTER
1 FOR X=49408 TO 49495:READ Y:POKE
  X,Y:C=C+Y:NEXT X
2 IF C<>12457 THEN PRINT "DATA
  ERROR":END
3 SYS 49408:REM COPY CHARS
4 SYS 49465:REM ALTER CHARS
10 DATA 162,000,169,142,032,210,255,120
11 DATA 173,014,220,041,254,141,014,220
12 DATA 169,051,133,001,189,000,208,157
13 DATA 000,048,232,208,247,189,000,209
14 DATA 157,000,049,232,208,247,169,055
15 DATA 133,001,173,014,220,009,001,141
16 DATA 014,220,169,028,141,024,208,088
17 DATA 096,169,000,162,000,232,232,157
18 DATA 000,048,232,232,232,232,232,232
19 DATA 208,243,232,232,157,000,049,232
20 DATA 232,232,232,232,232,208,243,096
```

If you're wondering just how that works, I've written a Basic version of the same thing. If you think it looks a bit strange, that's because I've kept exactly to the machine code so that if you're learning Assembly language you'll be able to disassemble the machine code and compare it. As an example, X=(X+1)AND255 is the exact translation of the Assembly language INX instruction.

```
100 X=0:PRINT CHR$(142)
110 POKE 56334,PEEK(56334)AND 254:POKE
  1,51
120 A=PEEK(53248+X):POKE 12288+X,A
130 X=(X+1)AND255:IF X<>0 THEN 120
140 A=PEEK(53504+X):POKE 12544+X,A
150 X=(X+1)AND255:IF X<>0 THEN 140
160 POKE 1,55:POKE 56334,PEEK(56334)OR 1
170 POKE 53272,28
180 :
190 A=0:X=0
200 X=X+2:POKE 12288+X,A
210 X=(X+6)AND255:IF X<>0 THEN 200
220 X=X+2:POKE 12544+X,A
230 X=(X+6)AND255:IF X<>0 THEN 220
240 END
```



## COOL CREATIONS

Dear Techie Tips,  
1 How do you use (and view) cool new character sets designed using the

UDG System 2 on CF19's Power Pack?

2 How do you produce scrolling landscapes like you get in loads of games? Could you use the map utility on UDG? If so, how?

3 Could I use my 1084S monitor with my C64?

4 How do you produce DATA statements for multicolour sprites?

Stewart Yapp, Cannock.

1 Save the character set to tape or disk by selecting the appropriate icons and then SAVE CHR from the menu that appears. The set is stored at \$2000 to \$27FF. To use them, load the data back and enter POKE 53272,24, is

If you've ever wanted a font with a line through it, you're in the right place.

# INFORMATION BANK

## LOOKING SHIFTY

When games which allowed you to redefine which keys you used were in vogue, everyone wondered how the games knew whether you had pressed the left or right SHIFT key. Well, I did anyway. The normal test of PRINT PEEK(653) will only tell you that one of the SHIFT keys has been pressed, not which one.

The following program goes all the way and tells you which of the SHIFT keys has been pressed and also detects whether the RUN/STOP key has been pressed at the same time. To achieve the trick with the RUN/STOP key the program makes sure that you can't break out in the normal way; instead, use the space bar.

```
10 POKE 808,254
20 GOSUB 1000:REM TEST KEYS
30 GET A$:IF A$<>CHR$(32) THEN 20
40 POKE 808,237
50 END
60 :
1000 POKE 56334,0:REM FOR PRECISE TIMING
1010 POKE 56320,253:IF
  (PEEK(56321)AND128)=0 THEN PRINT "LEFT"
1020 POKE 56320,191:IF (PEEK(56321)AND
  16)=0 THEN PRINT "RIGHT"
1030 POKE 56320,127:IF
  (PEEK(56321)AND128)=0 THEN PRINT "STOP"
1040 POKE 56334,1:REM RESTORE VALUE
1050 RETURN
```

exactly what the proggy below does, with line 20 doing funny things to pointers which means you won't overwrite the characters:

```
10 A=A+1:IF A=1 THEN LOAD"FILENAME",1,1
20 POKE 52,32:POKE 56,32:CLR
30 POKE 53272,24
```

2 You have to write a routine that will plot a section of the map given any starting X and Y co-ordinates (preferably in machine code for speed). This is far too complicated to explain here and would probably need an article of... well, you know what I'm going to say by now!

3 Yes. You need a C64 composite video lead which plugs into the video socket on the back of the C64, and the red, yellow and white sockets on the back of your monitor. Any good computer shop should be able to get one for you. If you can't find one, try Cavendish Commodore of 144 Charles Street, Leicester (☎ 0533 510066).

4 You design the sprites with FROST, which was on the CF32 Power Pack, and use the ultra fast "Make DATA" option.





# THE ADDAMS FAMILY

**W**hat's a girl supposed to do? By order of the almighty Ed, there'll be no ooky's, spooky's, and definitely no kooky's at all in this review. Not even the words of the song all wiggly across the top of the page. I'm lost without a kooky or two. But the game wouldn't be. Lost, that is. You could take out every kooky, ooky and indeed, spooky and it'd still be a Corker. But nobody has. Taken out the ookies and kookies that it. And it's even got the theme tune intact – you know, the one that goes bom-iddy-bom, click click, bom-iddy-bom, click click, bom... (Snip – Ed).

Okay, so the gameplay isn't exactly groundbreaking stuff, but it's oozing with fun, finesse and style. You play Gomez, the Addams' dad, and you're on a quest to find the rest of your family. They're all locked away in various parts of the ancestral home while the keys that'll release them are hidden in other parts of the huge mansion. (Quite how this state of affairs came about isn't entirely clear but

**C'mon. Own up. Are you a Munsters or Addams fan? We reckon that while Fred Gwynne is a legendary folk hero the Addams Family wins out on sheer class and weirdness. Clur reckons that the game is (un)dead good, too.**



it's got something to do with a lawyer.) All you have to do is set them free. Simple? Nope.

Each room poses a different perambulatory problem. It's never as easy as it looks to get from where you are to where you want to be. The puzzles start off simple – it's just a case of bopping a few baddies on the head – but as you venture further into the bowels of the mansion, the conundrums become tougher than trying to convince Morticia's pet plant Cleopatra that she could really do with a decent prune. Most of them are ingeniously tricky timing puzzles in which you have to leap or make a run for it at the precise moment to end up avoid being squashed by bouncing pumpkins, falling into red hot lava, skewered by nasty spikey

things or generally meeting a grisly end.

And they're extremely addictive; most of the time you can work out what you have to do, it's just a matter of getting the timing right that's the problem, so no matter how many times you get splattered, you'll always want to have just one more go, just to prove to this stupid computer

that you can do it. Sensible restart points help in this respect, too.

The game map is mightily massive and displayed as a series of flip screens rather than a continuously scrolling map. This does have its advantages: if you accidentally wander into a room and there's a

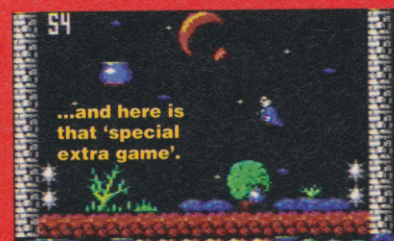
**The graphics are so colourful you'll need to wear Ray-Bans**

**Whhhooooo, whooooooo! Stomp the ghosties on their heads to send them back to their graves with a severe headache.**

**No one told me that cauldrons were a means of transport. I always thought that they were used for cooking... just shows how wrong you can be, I suppose...**

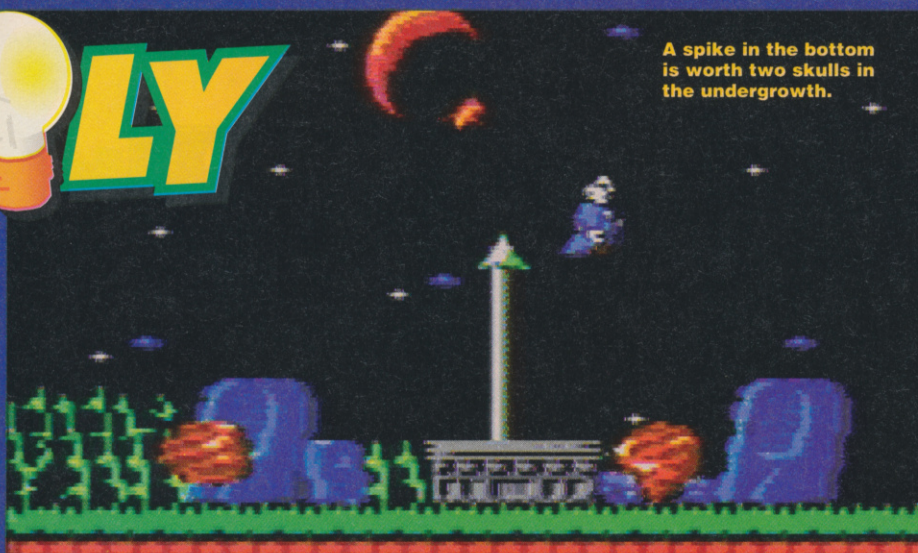


The second character you rescue is Lurch. To survive the quicksand keep the fire button held down to jump continuously and move from side-to-side avoiding the sparkly thing as you go.





# MOLLY



baddie coming right at ya, then you can nip back to the safety of the previous screen.

Not all the lurking nasties can be completely obliterated. Some are indestructible (and lethal to touch) while some just pause long enough for you to leap over them.

However, if you do kill a mon-

ster, leave the room and then return to that room, you'll find that he's come back to life (if life is the right word, that is). This might sound like a bit of a swizz, but sometimes bouncing on the bonce of some monster or other is the

only way you can avoid falling into lava or reach a platform. If one of these monster vanished permanently when you killed it, if you ever had to go back through that room

again you'd end up stuck, basically. So count yourself lucky that they're all members of the undead and can be resurrected.

The graphics are so colourful you'll need to wear Ray-Bans to reduce the glare. Gomez could be accused of being a tad small (*I accuse Gomez of being a tad small - Dave*), but the case for the defence is size doesn't matter - it's what you can do with him that counts (*Dave's objection overruled - Ed*). He jumps like a maniac with springs in his cuban heels and can even change direction in mid air. Wow, what a man (and he really loves his wife too).

The *Addams Family* is just pure fabness. An arcade adventure with a soul - quite a few souls actually and Grandma's got most of them stashed away in her handbag. Even if you can't click your fingers in an ever so cool manner, you'll love it. Trust me, I'm a vampire.

CLUR



Gomez shows off the cutlery Grandma gave him for a wedding present.



Most of the time it's far easier to avoid those monsters than kill 'em.

## CF VITAL STATISTIX

GAME .....THE ADDAMS FAMILY  
PUBLISHER .....THE HIT SQUAD  
CONTACT NUMBER.....061 832 6633  
PRICE .....£3.99  
AVAILABLE .....OUT NOW

## THE ADDAMS FAMILY

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

Luvverly stuff, brighter than your granny's purple hair-do.

### SOUND

Dum-iddy-dum, click click, dum-iddy-dum, click cli... (I'm warning you - Ed).

### IMPACT

It gets its hooks in like a thing with lots of hooks on it from the start.

### GAME LIFE

You'll be stuck to it like a fly in a fly trap (but you won't be dissolved.)

## POWER RATING

93%

## WHERE HAVE I SEEN THAT FACE BEFORE?

Some of the monsters you meet in the *Addams Family* seem strangely familiar:

**PUMPKIN HEADS:** If you've seen *Halloween 3* you'll know what pumpkins are capable of. The orange vegetables in this game take a simpler approach than pretending to be kids' masks and then sucking their brains out; they squash you.

**TAZMANIAN DEVIL:** Come to Tasmania, come to Tasmania, come to Tasmania. We mean you. Thuuupht! (*That's not how you spell pththptht! - Dave.*) (*No, it's not, it's thwpppppt - Trent.*)

**SKULL:** The skulls all seem to be relations of Boney from *Trap Door*. Except they're 20 times the size and don't whinge as much. But they do have the same nose and gaunt cheek bones (*well, they would - Ed*).

**COCKROACH:** *Addams Family, Meet The Applegates*. These giant pests are out to bug you in a big way.

**KNIGHT:** If you haven't seen *Monty Python And The Holy Grail* go hire the video Ni... er... now! Oh, and avoid these blokes in the game.



# OVER 2000 GAMES

IN-STOCK TODAY - FROM £2.99:

AS FEATURED IN COMMODORE FORMAT

## AVAILABLE ON

COMMODORE C64

SPECTRUM

AMSTRAD

AMIGA

ATARI ST

IBM/PC

## FROM

CODEMASTERS

US GOLD/KIXX

DOMARK

MINDSCAPE

HIT SQUAD

ALTERNATIVE

*and many more....*



Phone  
**0782 566566**  
for your nearest  
High Street stockist

or write to: Software On Demand Ltd, Unit One,  
Rosevale Business Park, Newcastle Under Lyme ST5 7QT

## CLASSIFIED

### ★ UTOPIA PD ★

For all your C64 Public Domain needs  
(disk only) send an SAE to:

**Utopia PD**

10 Cwmaman Road, Godreaman,  
Aberdare, Mid Glamorgan CF44 6DG

### C64 SOFTWARE HIRE CLUB

3 Briarbank Avenue,  
Nottingham NG3 6JU

*Send SAE for details*

### EXCELLENT PD SOFTWARE

Binary Zone PD,  
34 Portland Road, Droitwich,  
Worcestershire WR9 7QW

*For details send 2 first class stamps and  
state whether tape or disk.*

## ADVERTISING TO THE C64 MARKET HAS NEVER BEEN SO COST-EFFECTIVE

Whether for awareness, profile or direct response,  
classified lineage is a tried and tested method  
of advertising.

# COMMODORE FORMAT

now offers you the opportunity  
to reach active C64 users at the minimum of cost.

For more details on Classified  
Advertising call

**Rob Bennett on 0225 442244**



# THE ARGON FACTOR

Rows of computers lined the wall. Argonians prefer them to wallpaper.



IN A WELL LIT LABORATORY, rows of computers relay information to various outputs. Doors are east and south. You drop safely from the shaft!

**How would you like to be £1,000 better off? If you're the first person to beat this adventure you will be. Clur discovers what you have to do.**



The planet Argon as seen from your space ships monitor. Pretty perhaps, but not all very informative. I recommend you talk to LAP, your robot pal, if you want to know more.

Usually, the only thing you get when you finish a game is a feeling of immense self-satisfaction (unless it's *Final Fight* in which case you just feel cheated). But if you're the first person to finish *The Argon Factor* you could end up with a lot more. Argon's programmer, Tony Rome, is so sure that it's going to take even the keenest of players a goodly while to work out the solution to his graphic adventure that's he's offering £1,000 make the effort seem worthwhile.

For reasons known only to Tony and a small bowl of petunias the game is set in the year 2152. A nasty piece of work named Valdira, a despicable little space bandit who travels the universe, destroying everything in his wake – just for a laugh you understand – has decided to make life hell for a certain Captain Cord (made up name!), hero of the space fleet.

For a giggle, Valdira created a holographic image of Cord which he used to order Cord's loyal fleet (with Ankira, his girly, on one of the ships) on a dangerous mission



Nothing of interest there.  
? open locker  
In a compartment lies a crystal.  
? examine locker  
Another compartment holds a web pistol  
? take crystal and pistol

**Always examine an area thoroughly. For example look twice at the locker in your space ship before you leave.**

from which it never returned. After a month-long trial, the real Cord was found guilty of negligence and banished from Earth.

For three years he searched for some evidence that would prove his innocence, assisted only by a run-down robot named LAP. Then one day a faint, signal was picked up by his on-board computer. The message hailed from a small planet named Argon, in the Velusian Belt, and mentioned the name Ankira. Immediately he set course for Argon.

The game has two main sections; it starts off with a standard adventurey bit in which you have to land your ship on Argon and explore the planet. To help you get started this section has a Save Game option so that you don't have to re-start

from the beginning if you die. The second section consists of a series of fiendish puzzles each set in different time zones. To finish the entire game, you have to complete each section perfectly.

For a graphical adventure the graphics in

*The Argon Factor* are hardly masterpieces, but they perform their function excellently; they add atmosphere and help to orientate you, without wasting valuable memory that's been bet-

ter spent on the actual gameplay. The parser (which is the type-in control system for any new adventurers lured by the £1,000 prize) can still handle quite complicated series of commands without throwing it's stock, "I really don't now what you're talking about!" reply at you.

Argon is an atmospheric and intriguing slice of adventuring but it's rather pricey at a tenner. And without the £1,000 prize I doubt whether it would lure any non-adventure fans away from their joysticks.

CLUR



## VITAL STATISTIX

GAME .....THE ARGON FACTOR  
PUBLISHER.....LOGYK SOFTWARE  
CONTACT NUMBER.....021 456 2795  
PRICE .....£10  
AVAILABLE .....OUT NOW  
OTHER INFO .....TAPE AND DISK

## THE ARGON FACTOR

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

More functional than aesthetically pleasing, but they work well enough.

### CONTROL SYSTEM

The game's got an decent vocabulary so you shouldn't get too frustrated.

### IMPACT

The first section is an excellent teaser designed to lure you into the game.

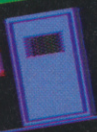
### GAME LIFE

Well, it all depends on how badly you want to win the £1,000 prize.

# POWER RATING

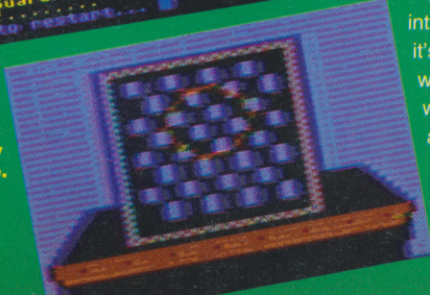
# 72%

What not to do. The Argonian guards can be quite short tempered!



? enter 4356  
That's not possible right now.  
? show pass  
Nothing happened  
An Argonian Guard walks by. He shoots you on sight!  
PRESS A KEY to restart...

The guards aren't very good at their job. They spend all day playing this game.





# SKULL & CROSSBONES

**Scrub the sails and poop the main deck, get your eight pieces of rum and catless to join Clur on an expedition into the highly dangerous world of pirating.**

**P**irates, evil wizards and ninjas together in one game? In one country? All at the same time? Oh well, all's fair in love and game coding, and ninjas are quite brill at fighting. Besides, it helps make the plot really 'interesting'.

The retro-active justification for *Skull & Crossbones* goes something like this. One Eye and Red Dog were lords of the sea, murderers and pillagers of the highest calibre. All was fine with their world until one fine evening when they were returning home with their ill-gotten gains. On this particular evening they bumped into an evil sorcerer, who took an instant dislike to them and hid all their treasures in dead awkward places.

So now they are doomed to search the town and its residents' ships until they find where the wizard's hidden their gold. Of course, nobody likes a pirate, so everybody Red Eye and One Dog meet draws their

sword, whips out their ninja nunchukas or produces whatever other weapon that's appropriate to their social strata and challenges our heroes to a duel. It's a sort of neighbourhood watch scheme with attitude.

All our sea-faring heroes have to defend themselves with are small, but shiny, swash-bucklers' swords. They can thrust, lunge, or backslash their opponent to a pile of dust. Or they can draw back and defend themselves from the enemies' parries.

*Skull & Crossbones* is a one- or two-player game. If you're playing on your own (and you probably will be) you take the part of One Eye who's clad in a clean white shirt. In two-player mode your opponent plays Red Dog in a rather fetching purple shirt (that's Red Dog in the shirt – your mate can wear whatever he likes). And that's really about the

only difference, as the two players take it in turns to play through each level.

Each level is played on a different scrolling map but you can only move on to the next section if you discover a red exit square; these appear when you've killed everything on that level – fine in principle but problematic in practice. You see, the game won't scroll back on itself. You can be forced along the map, leaving 'live' enemies behind. Which means you're stuck because the exit square won't appear until all your foes are dead!

Red One and Dog Eye can only either face left or right so their movements are very limited. And it's sometimes difficult to tell whether you're actually bashing your foe or not. The only way to know, is to play with the music off so you can hear the sound effects.

Controlling your pirate should be simple enough, with the commands swapping direction

when One Red Dog or Dog Eye Red do an about face. The problem's getting them to turn around in the first place. You can't turn while you're being hit and even then turning takes time because you have to hold down the Fire button. This leaves you open to attack for a second – which is usually the second you die.

Although *S&C* looks okay in a garish sort of way – well actually it doesn't; I'm just searching for some-

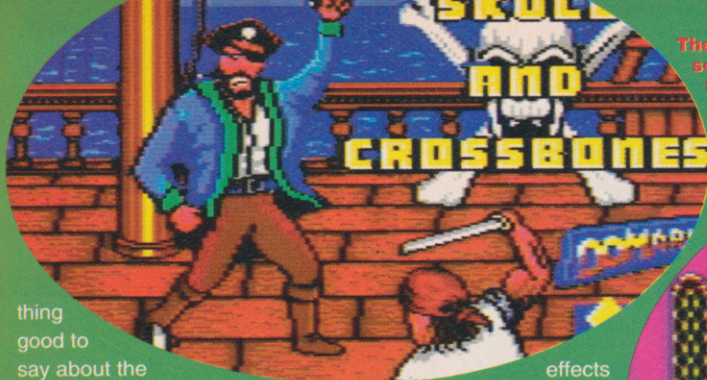
*It has to get the wooden leg award for gameplay*



Just imagine how upset Red Dog was when he dropped his bargain bucket!







The intro screen - this is as good as it gets.

thing good to say about the darned game. Basically the graphics are colourful, but pretty rubbish and the appearance of the bonuses typify the laziness with which the program has been written; they're just 'O' from the standard C64 character set that pop into existence then bounce lamely off the screen. *Skull and Crossbones* also gets the wooden leg award for gameplay award.

Basically, it's a very poorly worked out game that's almost in danger of being fun to play until you stuck by the daft scrolling. The graphics and sound

effects aren't in any danger of improving your enjoyment either. It's hard to imagine that any one ever actually put coins into this when it was a coin-op. At least on computer you pay once and you play once - that sounds like a fair deal. Sorry, I've started talking gibberish. S&C gets you that way.

CLUR



## SO WHY ARE YOU JOLLY, ROGER?

I bet you're wondering why pirates called their *Skull and Crossbones* flags the Jolly Roger? No? Well we're going to tell you anyway. Actually there are two explanations so take your pick. One is that it comes from the Indian phrase 'Ali Rajah' which means 'King of the Sea'. The other is that in olden days when a sea-faring vessel went into battle it was customary to fly a flag. If it was red it meant that no quarter would be given (ie, no prisoners would be taken) and the French called this the *la Jolie Rouge*, but as this was the 17th century everything was in black and white.

Oh no, we're being attacked by photo-negatives!



**TIP OFF**

If someone's sneaking up behind you don't waste time turning around do a back slash - you'll die, basically.

Look, just how anachronistic do you want to get? You were wiped out in the 14th Century!



## CF VITAL STATISTIX

GAME .....SKULL & CROSSBONES  
PUBLISHER .....THE HIT SQUAD  
CONTACT NUMBER.....061 832 6633  
PRICE .....£3.99  
AVAILABLE .....OUT NOW

## 1 2 3 4 5 6 7 8 9 10 GRAPHICS

The graphics are bright and functional at best, cheap-looking at worst.

## SOUND

You have a choice of fairly bog standard music or sound effects.

## IMPACT

You might well enjoy your first stab at *Skull and Crossbones*...

## GAME LIFE

...But more than likely it'll be the last you you play it as well.

**POWER RATING**  
**37%**



# LIVERPOOL

**L**iving up to a reputation as the best in the world can be tough (oh I don't know –

TMB). Just ask Mr Souness.

After a cataclysmic season he's desperately trying to rebuild the Liverpool legend. Grand slam's new game could help or hinder him in this endeavour. A brilliant footie free-for-all would help restore Liverpudlian pride, at least amongst the computer literate, but a

real dog would only seem to typify the Scousers' season.

Well, Graeme, John and (now) Nigel can breathe a sigh of relief because the C64 Anfield crowd looks to be have hit form.

If their real-life counterparts can match this level of skill

next September, then once again the 'Pool will be championship contenders.

With *MicroProse Soccer*, *Emlyn Hughes* and *Kick Off 2* already on the park, it's hard to actually better the 'game'. What your aspiring (doesn't that mean breathing? – Clur) Ian Rush needs is a combination of good 'pitch' action, options and solid programming. Luckily, *Liverpool* plays an attractive game, has a team bus-full of options and is as robust as Vinny Jones after a week on a health farm.

*Liverpool's* got style. And the game's not bad either. Icons abound on the intro, outro and options screens, with all your possible choices just a joystick click away. There's a



**After turning out 3rd Division footie games like England and Peter Beardsley, Grand slam's Liverpool licence looked doomed to relegation.**

**Trenton\* shined his boots ready to give it a kicking, but now it seems that the lads have done well, so he's as sick as a parrot after going over the moon – Jim!**

single match, two-player game, full season and a knockout FA Cup tournament.

Then there's the team, something I think all football managers – even Graham Taylor – will agree, is essential for a successful days football. The squad's picked by clicking on the faces of Liverpool lads from recent seasons – Dean Saunders is still at the club. Each player is graded in terms of power and ability, their history backed up with a comprehensive list of what they've achieved at the club. There are even neat lit-

tle pics of each of your 20-man team, so you can see exactly who you're picking.

All the options in the world couldn't help a footie game that doesn't play, so it's

down to *Liverpool's* silky skills to earn a place in the C64 first team. It has to be

able to tackle *Kick Off 2*, dribble circles around *Emlyn* and put a shot past *MicroProse Soccer*. Luckily, *Liverpool* really has a go for goal.

The play window is small (one nil to the opposition). The players are fast (it's one-one!). Occasionally, it's a little hard to tell which of your team's doing what (two-one to them) but the control's precise (two-two). Then, just when you thought it was all over, you get the feel of the way this game plays.

Football is more than a game of two halves, it's a game of many disparate parts. There's positional play, player intelligence, pace, the power and the punishing effect of tackles, the gulf between the average and the excellent players, aftertouch and much more besides. Somehow *Liverpool* ties it all together in one taut little package. It's hard to specify why or how, but the

**Liverpool's silky skills earn it a place in the C64 first team**

**Don't cheat! Whatever the score, whatever the other team's position, NEVER foul them. Due to tightening up procedures among computer refs, late tackles will now automatically earn you a red card and an early bath. It's easier to get a goal back than a player, so play the game by the rules.**

**TIP OFF**



**There's wot-sisname, ooojah, thingy and y'know. The team are household names.**



## VITAL STATISTIX

GAME ..... **LIVERPOOL**  
PUBLISHER ..... **GRANDSLAM**  
CONTACT NUMBER ..... **081 680 7044**  
PRICE ..... **£10.99/£14.99**  
AVAILABLE ..... **JULY**



# COOL



adjusting your formation for an entire season. With slick icon presentation and exceptionally good on-the-grass action it's one of the best kickers seen for years on the C64.

Come on you reds!

TRENTON



whole bundle pulls together (just the way the England side don't – Ollie). The result is a convincing win for Liverpool.

Now for the bit of the review where I say that as with most sports games it's much better played against a human competitor than it is against the computer. But then you knew that would be the case so I'm not going to bother saying it. Even though it's true. Particularly true, in the case of *Liverpool*, in

fact. But we'll just pretend that I didn't say it, okay? Good.

*Liverpool* hammers home Grandslam's recent sporting advantage. Nick Faldo really made the grade and now *Liverpool*'s right up there (well nearly) beside it. The game's fluid, it plays well and there are enough options to keep you

It's reassuring to see that the long ball game doesn't actually work – for human players!



## THE OLLIE ALDERTON SCHOOL OF SOCCER COMMENTARY AND BROADCASTING...

The gulf between what Ollie said while playing *Liverpool* and what he really meant:

- "That was pure skill" – That was a pure fluke
- "It's bugged" – You outplayed me
- "My guys can't run as fast as yours" – I'm controlling the wrong player
- "That can't happen" – It's just has!
- "My goalie is duff" – Ball? What ball?
- "You've got the best joystick" – I haven't got a clue what's going on!
- "\*&%?@@£!!!!" – You've just scored!
- "I've had enough" – You've won
- "It's rubbish" – You've won the last two matches
- "I'm never going to play again" – I'm a good loser, honest!
- "You were lucky..." – I was beaten convincingly...
- "...Best of nine?" – This time it's war!

## LIVERPOOL

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

Decent icons. small, but nippy players and recognisable player portraits.

### SOUND

Not at all bad, but where's all the chanting from the terraces?

### IMPACT

Instant footie action helped out by easy-to-get-to-grip-with controls.

### GAME LIFE

Tactical options by the score. Score, geddit? (Yes, unfortunately – Dave.)

## POWER RATING

# 90%



# RODLAND

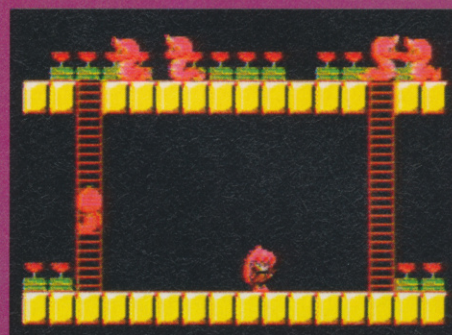
**Long before Trolls invaded the C64 another breed of stupidly-haired creatures did the platform bouncy thang. Now they're back in re-release form and our very own fiery-follicled freak, Clur, gives them the treatment (and we're not on about a wash and blow dry).**

**M**ove over Manga, here comes *Rodland*. It's more Japanese than sushi, even cuter than girly oriental pop singers and more than a tad playable. *Rodland* is a platformer that belongs there on the shelf, right next to your video of *Akira* and your collection of bonsai (*Okay, Clur that's enough, we get the picture* – Ed).

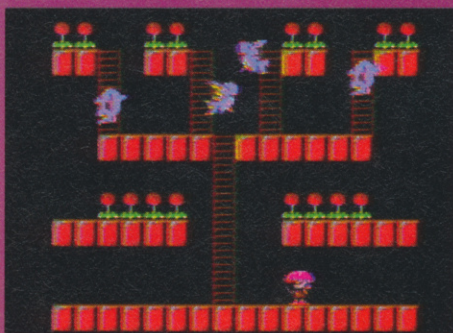
Tam and Rit's Mum has been kidnapped by a ginormous bird and is being held captive in an incredibly tall tower. The first thing that any average teenager would do faced with this situation would be to arrange a series of all night parties –

rescuing the old biddy would only cross their minds when they don't get their breakfast in bed three days in a row. But Tam and Rit are different. They love their mummy in the way that only kids in American soaps usually do (isn't it a shame how westernised the Japanese are getting?) and so they start off on an adventure they will never forget.

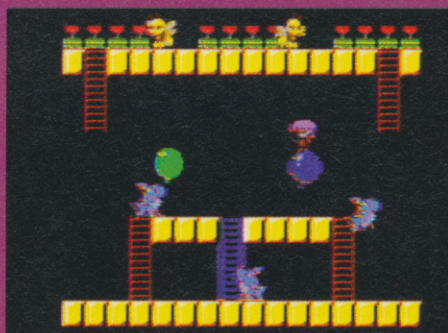
The route to the tower is guarded by a host of cuddly beasties, all out to get the kids. You can play either of the two sprogs, or you can get your mate to join in and play the other. In two-co-operation is the name of the game (well, er, the subtitle, at least – it's still called *Rodland*



**Why is it that in games things without any legs always seem to be able to move a hell of a lot faster than quadrupeds?**



**Whales with wellies climbing ladders? Get out of here. You'll be telling me to take a hitch on a hot air balloon next.**



**Okay, okay, you were right. As long as I don't get dive-bombed by any large mutant wasps... uh oh! I wish I hadn't said that.**

actually), because if you kill your mate he'll just go and nick all your continues when he gets back into the fray..

The game works much along the same lines as *Bubble Bobble* you've got a screen packed with enemy-infested platforms which you have to clear to get on to the next level. The platforms appear to be made out of Gro-Bags™ with pretty pink flowers sprouting from them.

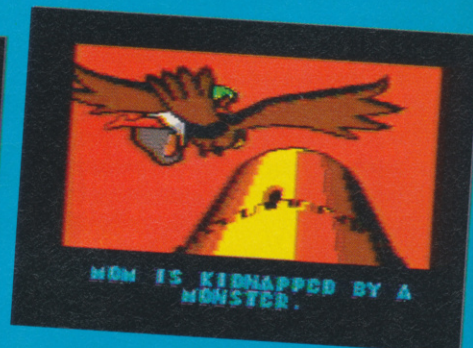
You can just kill all the nasties on a level to move on to the next one if you want, but only a girly wuss would do that. Because, you see, if you collect all flowers before you've killed all the baddies you get a chance to get an extra

## WOKE UP THIS MORNING AND MY MAMA WAS GONE OOOO-EEEE,

And if you understand that title, what are you doing playing C64 games? You should be down the post-office, showing the woman next to you in the pension queue pictures of grandchildren... (Er, I found the record in my mum's collection, by the way – honest). Anyway, this groovy slice of 60s vinyl (by a band aptly named *Middle Of The Road*) just about sums up the plot of *Rodland*... uncanny, really isn't it? But, strangely, it doesn't go into the details. But never fear, because what follows is the Reader's Digest abridged version...



**"Mom, what have you done to your hair? I told you not to trust that cheapo hair-dressers behind the chip shop."**

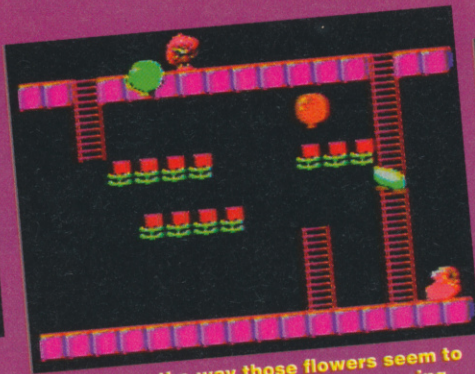


**If you ask me she looks like she's holding on that bird's neck. Maybe she's faking the kidnapping to claim on the insurance.**

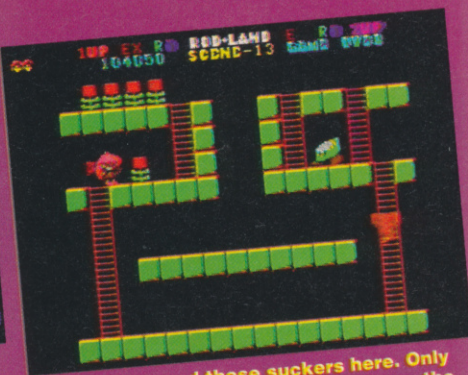




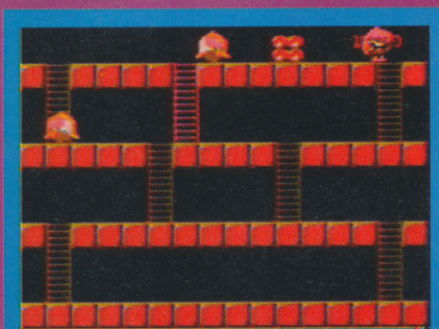
Beat the crocodiles and you're treated to a spiffy firework display. Quite why is never made entirely clear.



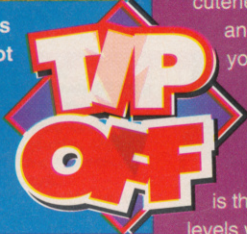
It's amazing the way those flowers seem to be growing in mid air. They must be using some mighty strange fertiliser in this place.



Ha! I've suckered those suckers here. Only five flowers to go and they're right over the other side of the screen. Poor saps.



If destroying an enemy earns you a special weapon, try not to use it until you've picked all the flowers. Then you can blast all the nasties and collect a veritable alphabet of bonus letters.



life. All the nasties turn pink for a while and if you manage to kill 'em while they're pink you'll get a letter token. Collect all the letters to spell EXTRA and some poxy-looking fairy whatsit appears and gives you an extra life.

"Hang on a minute – why's it called Rodland?" (Who said that? – Ed.)

A-ha, I'm glad you asked that. (Nobody did – you just wrote it yourself – Ed.) The name comes from the rods that Tam and Rit use to dispose of their enemies. Okay, an UZI carbine might be more practical, but I'm telling you

killing has never been more fun! When you're in range of a baddie tap the Fire button on your joystick to activate the rod's tractor beam to trap him. Now, if you repeatedly press Fire you'll fling the baddie from side-to-side over your head bashing him viciously on the ground until he's completely pulverised. Alternatively, you can just swing him over your head once to move him out of your way if you don't want him dead just yet.

Once you've overcome the nauseating cuteness the inherent violence shines through. and that's when you really begin to enjoy yourself. The first few levels ease you into the gameplay and then wham! – you're thrown into the action big time and there no room for any more mistakes.

The only major downer about *Rodland* is that it's too easy. It's possible to play all 32 levels without having to pick up any bonuses. So, once you've got it licked (which won't take long) it's really up to you whether you want to make the game a bit more challenging by going for the flowers and seeing how many lives you can finish the game with. The music's also just on the wrong side of irritating, but when you're playing you'll get so involved that you won't care about the noise coming from your 64. Or any noise for that matter. Dannii Minogue could play in a gig in your bedroom and you wouldn't even notice.

CLUR



## CHIRPY CHIRPY, CHEEP, CHEEP



That's no prison – it looks more like an exclusive women's holiday camp. I still reckon that it's all a big set-up.



Ahh, maybe I might have been a little wrong. Doesn't look very luxurious, does it? Oh well, at least she has a window.



## VITAL STATISTIX

GAME .....RODLAND  
PUBLISHER .....KIXX  
CONTACT NUMBER.....021 625 3388  
PRICE .....£3.99  
AVAILABLE .....OUT NOW  
OTHER INFO ...TAPE ONLY, MULTILOAD

## RODLAND

1 2 3 4 5 6 7 8 9 10

### GRAPHICS

Colourful and detailed, if a bit sparse – at least you can see what you're doing.

### SOUND

Tedious cutesy tune that you'll have to turn down after a while.

### IMPACT

Instantly addictive in exactly the way that *Eldorado* isn't.

### GAME LIFE

It's a tad too easy so you'll probably finish it within day or two.

## POWER RATING

89%



# COMMODORE

## FUN SCHOOL 3 & 4

Europress

Forget blackboards and dog-eared text books. The hip and happening way to get educated is

*Fun School*. Designed in line with the National Curriculum, *Fun School* comes in three age ranges to suit children of all ages (er, well up to about 11 anyway).

**SAVE UP TO £8**

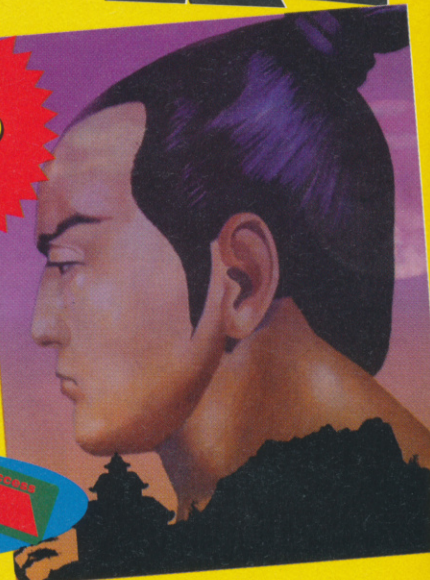
## FIRST SAMURAI

UBI Soft

An arcade adventure hack-'em-up with a distinctly ninja flavour, *First Samurai* received one of the highest scores CF has ever awarded a game – 96 per cent. It's got the lot – great graphics, great sound, great gameplay, great whatever else there is left to be great.

| Description                 | RRP    | CF Price | Order No |
|-----------------------------|--------|----------|----------|
| <i>First Samurai</i> (cass) | £11.99 | £9.99    | CFSAMC   |
| <i>First Samurai</i> (disk) | £16.99 | £13.99   | CFSAMD   |

**SAVE UP TO £3**



**TWO FOR THE PRICE OF ONE (ER, AND A BIT)**  
Buy both *Fun School 3* AND *4* in any one of the age ranges and you can get 'em both for just £12! That's a saving of nearly £8! (This offer is only available for the cassette version, y'see.)

**HOTLINE**  
0458 74011



## MINI OFFICE 2

Europress

An integrated word processor, database, spreadsheet, label printer, graphic utility and comms program all in one package. *Mini Office* can turn your C64 into a versa-

**SAVE UP TO £3**

tile business machine (and it's great to do your homework on, as well). Some serious software.



## FORMAT BINDER

What's orange and white, metal and plastic and hold 12 issues of *Commodore Format*? The *Commodore Format* binder. How can you live without it?

**DEAD SMART**

| Description           | CF Price | Order No |
|-----------------------|----------|----------|
| <i>CF binder</i>      | £5.99    | CM103    |
| Two <i>CF</i> binders | £11.00   | CM104    |

## PAINT AND CREATE

Europress • Cassette only

A *Fun School* special – its title says it all. It's all about painting and, indeed, creating. All the fun without with paint stains in the carpet.

**SAVE £2**

| Description             | RRP    | CF Price | Order No |
|-------------------------|--------|----------|----------|
| <i>Paint and Create</i> | £12.99 | £9.99    | CF192    |

## SPELLING FAIR

Europress • Cassette only

Roll up, roll up. All the fun of fair (and don't let on to your kids that it's doing them some good in the spelling department as well). More class educational software from the people who brought you *Fun School*. Suitable for middle school pupils.

**SAVE £2**

| Description          | RRP    | CF Price | Order No |
|----------------------|--------|----------|----------|
| <i>Spelling Fair</i> | £12.99 | £9.99    | CF190    |

## CREATURES 2

Thalamus

If you haven't got this game – WHY NOT? It's a Corker of awesome proportions. Gorier than an episode of *Casualty*, beat up Dave, this has to be one of the great puzzling at its very best with some superbly

| Description                 | RRP    | CF Price | Order No |
|-----------------------------|--------|----------|----------|
| <i>Creatures 2</i> cassette | £10.99 | £9.99    | CFCR2C   |
| <i>Creatures 2</i> disk     | £15.99 | £12.99   | CFCR2C   |



**SAVE UP TO £3**





GRAMS AROUND FOR YOUR MACHINE!



BACK ISSUES

81

# SUPER STORE

## COMMODORE FORMAT BACK ISSUES ORDERING SERVICE



**CF22: Cover tape - full games:** Hover Bovver, Agent Orange.  
**Demo:** Robocod.  
**Gamebusters:** Murray Mouse, Rainbow Islands.  
**Reviews:** James Pond: Robocod, Biff, Dylan Dog, Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber, Gary Linneker Collection.



**CF24: Cover tape - Full games:** Twin Tiger, Cosmic Causeway, Bomber.  
**Demos:** Stuntman Seymour, Doc Croc.  
**Gamebusters:** Space Crusade, DJ Puff.  
**Reviews:** Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3  
**Specials:** First installment of Let's Make A Monster.



**CF30: Cover tape - Full games:** Slayer, Rebounder, Daedalus, Blackjack 21.  
**Gamebusters:** Creatures, Reckless Rufus, Winter Camp.  
**Reviews:** Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, Big Box.  
**Specials:** How to write dead brilliant SEUCK games.



**CF23: Cover tape - Full games:** Defenders Of The Earth, Johnny Reb 2.  
**Demos:** Biff, Bug Bomber, Nobby The Aardvark.  
**Gamebusters:** Maze Mania, Rainbow Islands, Super Seymour Saves The Planet.  
**Reviews:** Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors, The Olympiads.



**CF27: Cover tape - Full games:** Deflektor, Alternative World Games, The Muncher.  
**Demo:** Sceptre Of Baghdad.  
**Gamebusters:** 13-page Creatures 2 special.  
**Reviews:** Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Psycho's Soccer, Locomotion.  
**Specials:** Fan clubs.



**CF31: Cover tape - Full games:** Cauldron 2, Snare, Subterranea, Monster Mash.  
**Demo:** Arnie 2.  
**Gamebusters:** Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.  
**Reviews:** McDonaldland, Table Tennis, Snare, Super Sports Challenge, 4-Most Super Sports  
**Specials:** More SEUCKess; Football management sims.



**CF24: Cover tape - Full game:** Famous Five.  
**Demos:** Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.  
**Gamebusters:** Space Crusade.  
**Reviews:** Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.  
**Specials:** Typing in listings (a popular one, this!); getting the most out of your datassette.



**CF28: Cover tape - Full games:** First Strike, Fifth Gear, Locomotion, Reckless Rufus, Nick Faldo's Championship Golf.  
**Gamebusters:** Spellbound Dizzy, Famous Five.  
**Reviews:** International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Championship Golf, Paint And Create.



**CF32: Cover tape - Full games:** Thrust, Steel, Corya.  
**Full Utility:** FROST (sprite designer utility).  
**Gamebusters:** Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.  
**Reviews:** ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.



**CF25: Extra Cover tape - Saracen Paint.**  
**Cover tape - Full game:** John Lowe's Ultimate Darts.  
**Demos:** Slicks, Hägar.  
**Gamebusters:** Space Crusade, DJ Puff, Vendetta.  
**Reviews:** Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.  
**Specials:** More datassette stuff.



**CF29: Cover tape - Full games:** Herobotix, Battleships, Highway Encounter.  
**Demo:** Carnage.  
**Gamebusters:** Winter Camp, Spellbound Dizzy, Batman.  
**Reviews:** WWF European Rampage, Sceptre Of Baghdad, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.



**CF33: Cover tape - Full games:** Snackman, ATA, Water Polo, Corya Part 2.  
**Gamebusters:** Dalek Attack, Lethal Weapon, Thrust, Wild West Seymour.  
**Reviews:** Sleepwalker, Robin Hood, WWF, RoboCod, Darkman, 4 Most World Sports, Shadow Dancer.  
**Specials:** Driving sims.

## COMMODORE FORMAT MAIL ORDER AND BACK ISSUES ORDER FORM

- SEND THIS FORM TO: Commodore Format, Future Publishing Ltd, Freeport, Somerton, Somerset TA11 7BR
- Please make all cheques payable to Future Publishing Limited
- For overseas orders call the Hotline number for prices on 0458 74011.
- No stamp required if posted in the UK, Channel Islands or the Isle of Man.

Description

Price

Order Number

Name

Address

Post Code

Phone number

Method of payment (please circle): Access Visa Cheque Postal Order

Credit Card Number:

Expiry date:

EEC customers registered for VAT, please quote your registration number:

Signature:

## BACK ISSUES

Please send me the following CF back issues: (PLEASE CIRCLE)

22 23 24 26 28 29 30 31 32 33 £2.50 each

25 27 £3.25 each

Plus £1 P&P per order (£2 R.O.W.)



# NEXT MONTH

## DIRTY ROTTEN CHEAT!

Well there aren't going to be any of those in the next issue. Oh no, sir. But there will be bucket loads of good clean hints, tips, tricks, tactics, POKes, listings, playing guides, advice and sundry other gaming info. Yes, *CF35* sees our Samaritan's Corner (or SOS as it has come to be known) Gamebusters Special.

Andy 'The Roberts' Roberts has collated all your requests for help, taken the games most in demand and blown them wide open. So if you requested help on a game make sure you don't miss our massive cheat special.

As well as specific game tips we'll also be explaining the subtleties of adventures. One of the country's top adventure writers will be showing us just how adventures work and revealing a truck load of top-flight puzzle solving techniques. And *CF* will go all nostalgic when as we look back at one of the C64's odder moments. Plus an exclusive investigation into the daft names of games.

Along with all this – if we can find room – will be all the regular reviews, previews, news, letters, techie tips and tape talk. They're all going to be part of the mega-mag know as *Commodore Format*. So make sure you're there for *CF35* on 27th July. You'd have to be daft not to!

## SAVE CF!

Don't worry, we're not in danger. But with demand for *CF* as strong as ever YOU are! Every month the mag sells out real fast, so to make sure that you get hold of a copy fill out this form to reserve yourself a copy.

# MAG\*SAVE

Dear Mr/Mrs/Ms Newsagent,  
Please reserve me a copy of that fine periodical that bears the legend *Commodore Format* proudly upon its cover. I believe that the next issue, *CF35*, is due to be published on the 27th day of the month of July in the year of our Lord 1993!

MY NAME \_\_\_\_\_

MY ADDRESS \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## IF IT'S WEDNESDAY IT MUST BE SALEM

Dear *Commodore Format*,

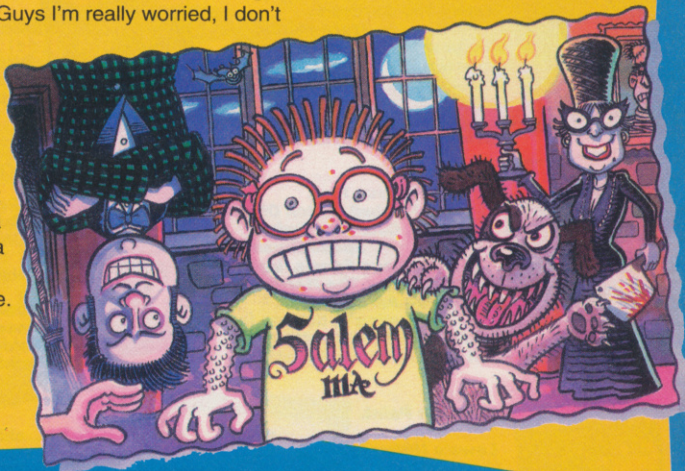
I'm really worried about Mum, Dad and Debit. They've gone all spooky! Dad's taken to hanging from the ceiling, mum won't (can't?) go out in bright sunlight and Debit now sleeps in a satin-lined wooden box!

It all started during our week-long break from the cruise ship. We drove into a town called Salem. When we arrived I nipped straight down to the local computer store to play *The Addams Family* while my folks went off to the motel. When I got back to our rooms all the lights were off and everything was silent.

I crept into the house and was startled to see mum feeding raw meat to a plant, a disembodied hand playing a harpsichord and Dad throwing knives at Debit. And from here it only got weirder! Guys I'm really worried, I don't know what's happened.

Oh, and while I think of it I've also sent you this odd canister-flask-type thing that fell off an army truck on our way down to Salem. I've sent it over for TMB to have a look at, as I haven't got a clue what it is. Hang on, there's some writing here. Hmm, I wonder what ERVE GAS is?

Yours, Roger  
Salem, Massachusetts.



## OLLIE & TRENT'S FOOTBALL FIESTA!

Just when you thought the football season was dead and buried, here comes our very own Saint and Greavsie (but we're not telling you which one's which) to torment all you non-footie folk. Here's our little test of terrace triv'.

- 1 Who won the 1992/3 Coca Cola Cup?
- 2 Who won the 1992/3 FA Cup?
- 3 Who won the First Division play-offs?
- 4 Which brilliant Bristol team was relegated to the Second Division?
- 5 Why are you laughing?
- 6 Spell Gianluca Vialli.
- 7 Why will England be playing in America in 1993, a year before the World Cup?
- 8 Why won't England be playing in America in 1994, the year of the World Cup?
- 9 Why has Des Walker lost form?
- 10 Graham Taylor. Discuss? (*Disgust?* – Ed)

Answers below

## FOOTIE QUIZ ANSWERS



Questions above

- 1 Arsenal
- 2 Arsenal
- 3 Swindon Town
- 4 Bristol Rovers
- 5 You're cruel
- 6 Gianluca Vialli.
- 7 There's a 'warm up' tournament for all the world's leading teams.
- 8 We drew with Poland 1-1, we lost to and England were invited by mistake.
- 9 See below (or should that be above?) Norway 2-0.
- 10 HAI



# CITIZEN PRINTERS FROM SILICA SYSTEMS

- FREE DELIVERY** Next Day - Anywhere in the UK mainland
- WINDOWS 3.1** Free Windows 3.1 driver with Starter Kit
- 2 YEAR WARRANTY** (including the dot matrix printer head)
- FREE HELPLINE** Technical support during office hours
- FREE STARTER KIT** With Citizen dot matrix printers from Silica



**FREE! STARTER KIT**  
WORTH £57.58  
(INC. VAT)

- FREE STARTER KIT INCLUDES:**
- 3 1/2" Disk with Amiga Print Manager
  - 3 1/2" Disk with Windows 3.1 Driver
  - 1.8 Metre Parallel Printer Cable
  - 200 Sheets of Continuous Paper
  - 100 Continuous Tractor Feed Address Labels
  - 5 Continuous Envelopes on Tractor Feed

**AMIGA PRINT MANAGER V2.01**  
For faster printing from your Amiga, with clearer images and more vibrant colours. Available free of charge as part of the Silica Printer Starter Kit.

Features include:

- Improved Image Smoothing
- Image Scaling
- Gamma/Colour Correction
- Colour Separation
- Reduces/Eliminates Banding

**KIT VALUE £49 + VAT**

## PERIPHERALS & ACCESSORIES

### STAND OFFER



**CITIZEN PRINTER STAND**

For Swift 9, 90, 24, 24e, 200, 240 and 224 Printers

- Helps keep pace with Citizen Printer's powerful paper handling
- Robust & Durable Construction
- Saves space and protects continuous stationery from dust and damage
- Compatible with bottom and rear feed

**RRP £19**  
+VAT=£22.33 - PRI 1242

### SHEET FEEDERS

PRA 1200 1200+ ..... £71.38  
PRA 1222 1240/224/Swift 80 Col Printers ..... £88.13  
PRA 1228 1240/224/Swift 80 Col Printers ..... £42.00

### SERIAL INTERFACES

PRA 1189 1200+ ..... £56.45  
PRA 1209 Swift 9/9x/1240/224 ..... £32.25  
PRA 1709 Swift 24/24x/24e/200/240 ..... £26.38

### 32K MEMORY EXPN

PRA 1753 224/Swift 24/24x/24e ..... £14.45

### PRINTER STAND

PRA 1274 Swift 9/9x/240/240 ..... £34.95

### ORIGINAL RIBBONS

RIB 3520 1200/Swift 9/90 Black ..... £2.91  
RIB 3949 Swift 9x Black ..... £7.15  
RIB 3924 1240/Swift 24/200/240 Black ..... £4.20  
RIB 3936 224/Swift 9/90/24/200/240 Col. .... £15.63  
RIB 3248 PN48 Single Strike ..... £3.61  
RIB 3348 PN48 Multi Strike ..... £3.61

### COLOUR KITS

PRA 1236 224/Swift 9/90/24e/200/240 ..... £35.25  
PRA 1240 Swift 9x/24x ..... £45.25

### PN48 ACCESSORIES

PRA 1148 PN48 Battery ..... £46.70  
PRA 1155 PN48 Cable Extn ..... £29.37  
PRA 1162 PN48 Car Adapter ..... £18.74

## INKJET

**360CPS 80 COLUMN**

- Citizen Projekt inkjet - 80 column
- 360cps Draft, 120cps NLQ
- 50 Nozzle Head - Whisper Quiet 47dB(A)
- 8K Printer Buffer
- RAM Card Options
- 3 Fonts Built-in
- Optional HP Compatible Font Cards
- Parallel and Serial Interface
- Graphics Resolution: 300 x 300dpi
- HP Deskjet Plus Emulation
- 2 Year Warranty



**RRP £496**  
**TOTAL VALUE: £496**  
**SAVING: £217**  
**SILICA PRICE: £279**  
+VAT=£327.83 - PRI 2090

# CITIZEN PRINTERS WITH 2 YEAR WARRANTY

**24 PIN 270 CPS 80 COLUMN**



**2 YEAR WARRANTY**

**FREE! STARTER KIT**  
WORTH £49 (SEE LIST)

**SWIFT 200**

- Citizen Swift 200 - 24 pin - 80 column
- 270cps SD (15cpi), 216 cps Draft, 72cps LQ
- 8K Printer Buffer (40K max) + 6 LQ Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson, IBM, & NEC P20 Emulations
- Quarter Printing and Auto Set Facility
- Ultra Quiet Mode - 43dB(A)
- Colour Kit - Optional Extra (See Below)
- FREE Silica Printer Starter Kit

**RRP £259**  
**SILICA STARTER KIT £49**  
**TOTAL VALUE: £308**  
**SAVING: £129**  
**SILICA PRICE: £179**  
+VAT=£210.33 - PRI 2490

**9 PIN 144 CPS 80 COLUMN**



**2 YEAR WARRANTY**

**FREE! STARTER KIT**  
WORTH £49 (SEE LIST)

**CITIZEN 120D+**

- Citizen 120D+ - 9 pin
- 144cps Draft, 30cps NLQ
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240 x 216dpi
- Epson and IBM Emulation
- Pull tractor & bottom feed
- FREE Silica Printer Starter Kit

**RRP £199**  
**SILICA STARTER KIT £49**  
**TOTAL VALUE: £248**  
**SAVING: £133**  
**SILICA PRICE: £115**  
+VAT=£135.13 - PRI 2120

**24 PIN 300 CPS 80 COLUMN**



**2 YEAR WARRANTY**

**FREE! STARTER KIT**  
WORTH £49 (SEE ABOVE)

**SWIFT 240 MONO**

- Citizen Swift 240/240C - 24 pin - 80 col
- 300cps SD (15cpi), 240 cps Draft, 80cps LQ
- 8K Printer Buffer - 40K maximum
- 9 LQ Fonts + 2 Scalable Fonts (8-10pi)
- Font Cartridge Slot - for plug in 'style' fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
- Auto Set Facility - Bi-directional I/F
- Auto Emulation Detection
- Command View II Front Control Panel
- Ultra Quiet Mode - 43dB(A)
- Colour Printing Standard - Swift 240C
- Colour Printing Optional - Swift 240
- FREE Silica Printer Starter Kit

**RRP £339**  
**STARTER KIT £49**  
**TOTAL VALUE: £388**  
**SAVING: £149**  
**SILICA PRICE: £239**  
+VAT=£280.83 - PRI 2560

**9 PIN 240 CPS 80 COLUMN**



**2 YEAR WARRANTY**

**FREE! STARTER KIT**  
WORTH £49 (SEE ABOVE)

**SWIFT 90 MONO**

- Citizen Swift 90 - 9 pin - 80 column
- 240cps SD (10cpi) 192cps Draft, 48cps NLQ
- 8K Printer Buffer
- 6 Fonts Built-in
- Parallel Interface
- Graphics Resolution: 240 x 216dpi
- Epson and IBM Emulation
- Auto Set Facility
- Ultra Quiet Mode - 45dB(A)
- Advanced Paper Handling
- Colour Printing Standard - Swift 90C
- Colour Printing Optional - Swift 90
- FREE Silica Printer Starter Kit

**RRP £199**  
**STARTER KIT £49**  
**TOTAL VALUE: £248**  
**SAVING: £99**  
**SILICA PRICE: £149**  
+VAT=£175.08 - PRI 2290

**192CPS 136 COLUMN**



**2 YEAR WARRANTY**

**FREE! STARTER KIT**  
WORTH £49 (SEE ABOVE)

**CITIZEN SWIFT 24**

- Citizen Swift 24x - 24 pin - 136 col
- 192cps Draft, 64cps NLQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM and NEC P6 Emulation
- Colour Option Available
- FREE Silica Printer Starter Kit

**RRP £489**  
**SILICA STARTER KIT £49**  
**TOTAL VALUE: £538**  
**SAVING: £126**  
**SILICA PRICE: £299**  
+VAT=£351.33 - PRI 2574

**64CPS 80 COLUMN**



**2 YEAR WARRANTY**

**FREE! STARTER KIT**  
WORTH £49 (SEE ABOVE)

**CITIZEN PN 48**

- Non-impact Printing on Plain Paper
- 53cps LQ - 4K Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Res: 360 x 360dpi
- Epson, IBM, NEC P6 & Citizen Emulation
- Power: Mains, Battery or Car Adapter

**RRP £325**  
**TOTAL VALUE: £325**  
**SAVING: £126**  
**SILICA PRICE: £199**  
+VAT=£233.83 - PRI 2100

## SILICA SYSTEMS OFFER YOU

- FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- £12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- SHOWROOMS:** Demonstration and training facilities at all our stores.
- THE FULL STOCK RANGE:** All of your requirements from one supplier.
- FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- PAYMENT:** Major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".



**MAIL ORDER HOTLINE**  
**081-309 1111**

**SILICA SYSTEMS**



**MAIL ORDER:** 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX  
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening  
**TEL: 081-309 1111**  
Fax No: 061-308 0608

**LONDON SHOP:** 52 Tottenham Court Road, London, W1P 0BA  
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening  
**TEL: 071-580 4000**  
Fax No: 071-323 4737

**LONDON SHOP:** Selfridges (Basement Arena), Oxford Street, London, W1A 1AB  
Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm  
**TEL: 071-629 1234**  
Extension: 3914

**SIDCUP SHOP:** 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX  
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm  
**TEL: 081-302 8811**  
Fax No: 061-309 0017

**ESSEX SHOP:** Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA  
Opening Hours: Mon-Fri 10.00am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm  
**TEL: 0702 468039**  
Fax No: 0702 468039

To: Silica Systems, CMFOR-0793-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

**PLEASE SEND A BROCHURE ON THE CITIZEN RANGE**

Mr/Mrs/Ms: ..... Initials: ..... Surname: ..... Date: .....

Company Name (if applicable): .....

Address: .....

Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? .....



# AMIGA

# NEW LOW PRICES!

FROM SILICA SYSTEMS  
THE UK's No1 AMIGA SPECIALISTS

## FREE! ZOO! SOFTWARE PACK - FROM SILICA

ZOO! is the software pack of the year. It includes:  
Zool, Transwrite, Pinball Dreams and Striker - Value £127.92.  
All Amigas from Silica (excluding A600 Standalone and Amiga 4000) include a FREE ZOO! pack as well as GFA Basic and Photon Paint II.

|                                                       |        |
|-------------------------------------------------------|--------|
| ZOO!                                                  | £25.99 |
| Platform Title of the year - 97% Amiga Comp - Nov '92 |        |
| TRANSWRITE                                            | £49.95 |
| Word Processor and Spell Checker                      |        |
| PINBALL DREAMS                                        | £25.99 |
| Pinball Simulation - 94% AUJ - Sept '92               |        |
| STRIKER                                               | £25.99 |
| Soccer Simulation - 94% CU Amiga - June '92           |        |
| ZOO! PACK: £127.92                                    |        |
| GFA BASIC v3.5                                        | £50.00 |
| Powerful Basic Programming Language                   |        |
| PHOTON PAINT II                                       | £89.95 |
| Powerful Graphics Painting Package                    |        |
| <b>TOTAL VALUE: £267.87</b>                           |        |

**PLUS!** GFA BASIC 3.5 Interpreter

**TOTAL VALUE: £267.87**

## AMIGA 500 PLUS CARTOON CLASSICS

SAVE £100! **2Mb** VERSION + £30

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR RETURN TO SILICA WARRANTY**

**PACK INCLUDES:**

- 1Mb AMIGA 500 PLUS ..... £299.99
- BUILT-IN 1Mb DRIVE ..... -
- A520 TV MODULATOR ..... £24.99
- THE SIMPSONS ..... £25.99
- CAPTAIN PLANET ..... £25.99
- LEMMINGS ..... £25.99
- DELUXE PAINT III ..... £79.99

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £724.82**  
**LESS PACK SAVING: £525.82**  
**SILICA PRICE: £199.00**

|         |          |                               |
|---------|----------|-------------------------------|
| 1Mb RAM | SRP £199 | INC VAT - AMC 0692            |
| 2Mb RAM | SRP £229 | INC VAT - AMC 0692 + RAM 0505 |

## AMIGA 600 STANDALONE

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 1Mb AMIGA 600 ..... £199.99
- BUILT-IN 1Mb DRIVE ..... -
- BUILT-IN TV MODULATOR ..... -
- DELUXE PAINT III ..... £79.99
- LEMMINGS ..... £25.99

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £289.94**  
**LESS PACK SAVING: £90.84**  
**SILICA PRICE: £199.00**

|         |                 |                               |
|---------|-----------------|-------------------------------|
| 1Mb RAM | PREVIOUSLY £299 | INC VAT - AMC 0695            |
| 2Mb RAM | PREVIOUSLY £329 | INC VAT - AMC 0695 + RAM 0505 |

## AMIGA 600 LEMMINGS PACK

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 1Mb AMIGA 600 ..... £199.99
- BUILT-IN 1Mb DRIVE ..... -
- BUILT-IN TV MODULATOR ..... -
- DELUXE PAINT III ..... £79.99
- LEMMINGS ..... £25.99

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £289.94**  
**LESS PACK SAVING: £90.84**  
**SILICA PRICE: £199.00**

|         |                 |                               |
|---------|-----------------|-------------------------------|
| 1Mb RAM | PREVIOUSLY £299 | INC VAT - AMC 0696            |
| 2Mb RAM | PREVIOUSLY £329 | INC VAT - AMC 0696 + RAM 0505 |

## AMIGA 600 WILD, WEIRD & WICKED

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 1Mb AMIGA 600 ..... £199.99
- BUILT-IN 1Mb DRIVE + TV MODULATOR ..... -
- DELUXE PAINT III ..... £79.99
- MICROPROSE GRAND PRIZ ..... £34.99
- SILLY PUTTY ..... £25.99
- PUSH OVER ..... £25.99

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £634.82**  
**LESS PACK SAVING: £405.82**  
**SILICA PRICE: £229.00**

|         |                 |                               |
|---------|-----------------|-------------------------------|
| 1Mb RAM | PREVIOUSLY £299 | INC VAT - AMC 0648            |
| 2Mb RAM | PREVIOUSLY £329 | INC VAT - AMC 0648 + RAM 0505 |

## AMIGA 600HD EPIC + HARD DRIVE

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 1Mb AMIGA 600 ..... £199.99
- BUILT-IN 1Mb DRIVE + TV MODULATOR ..... -
- 20Mb HARD DISK ..... £149.00
- EPIC - A SCI-FI ADVENTURE ..... £29.99
- ROME - ROLE PLAYING ADVENTURE ..... £25.99
- MYTH - STOP THE SPREAD OF EVIL ..... £19.99
- TRIVIAL PURSUIT - POPULAR QUIZ ..... £29.99

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £722.82**  
**LESS PACK SAVING: £423.82**  
**SILICA PRICE: £299.00**

|                 |                 |                    |
|-----------------|-----------------|--------------------|
| 1Mb RAM         | PREVIOUSLY £299 | INC VAT - AMC 0799 |
| 20Mb HARD DRIVE |                 |                    |
| 1Mb RAM         | PREVIOUSLY £299 | INC VAT - AMC 0899 |
| 40Mb HARD DRIVE |                 |                    |

## AMIGA 1200 COMIC RELIEF

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 68020c Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16.8 Million Colours
- 256,000 Colours on Screen
- Built-in TV Modulator
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K, 1Mb or 4Mb PC Cards
- 96 Key Keyboard with Integral Numeric Keypad
- 2x Internal IDE Hard Drive Options - see column on right
- 1 Year On-site Warranty

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £722.82**  
**LESS PACK SAVING: £423.82**  
**SILICA PRICE: £299.00**

|         |          |                    |
|---------|----------|--------------------|
| 2Mb RAM | RRP £399 | INC VAT - AMC 1212 |
|---------|----------|--------------------|

## AMIGA 1200 COMIC RELIEF + HARD DISK

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 68020c Processor
- 14.19MHz Clock Speed
- 32-bit Architecture
- 2Mb Chip RAM
- Amiga DOS v3.0
- AA Chip Set for Enhanced Graphics
- 16.8 Million Colours
- 256,000 Colours on Screen
- Built-in TV Modulator
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot takes 512K, 1Mb or 4Mb PC Cards
- 96 Key Keyboard with Integral Numeric Keypad
- 2x Internal IDE Hard Drive Options - see column on right
- 1 Year On-site Warranty

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £722.82**  
**LESS PACK SAVING: £423.82**  
**SILICA PRICE: £299.00**

|         |          |                    |
|---------|----------|--------------------|
| 2Mb RAM | RRP £399 | INC VAT - AMC 1212 |
|---------|----------|--------------------|

## AMIGA 1500 HOME ACCOUNTS

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR RETURN TO SILICA WARRANTY**

**PACK INCLUDES:**

- 1Mb AMIGA 1500 ..... £699.99
- 2x33" BUILT-IN 1Mb FLOPPY DRIVES ..... -
- EXPANSION SLOTS ..... -
- PC COMPATIBILITY ..... -
- VIDEO SLOT ..... -
- PCXT BRIDGEBOARD SUPPLIED ..... £100.00
- PLATINUM WORKS SOFTWARE ..... £169.95
- Word processor, database, spreadsheet
- PUZZNIC ..... £24.99
- TONK ..... £24.99
- ELF ..... £24.99
- HOME ACCOUNTS ..... £25.99
- DELUXE PAINT III ..... £79.99
- AMIGA VISION ..... £111.63

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £1534.39**  
**LESS PACK SAVING: £1135.39**  
**SILICA PRICE: £399.00**

|         |          |                    |
|---------|----------|--------------------|
| 1Mb RAM | RRP £399 | INC VAT - AMC 1525 |
|---------|----------|--------------------|

## AMIGA 4000 SPECIFICATIONS

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 25MHz 68030EC
- 4Mb 80ns DRAM
- 6Mb 120ns DRAM
- 6Mb 214ns DRAM
- 6Mb 245ns DRAM
- 6Mb 340ns DRAM
- 6Mb 540ns DRAM

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £1999.00**  
**LESS PACK SAVING: £1099.00**  
**SILICA PRICE: £900.00**

|         |           |                    |
|---------|-----------|--------------------|
| 6Mb RAM | RRP £1999 | INC VAT - AMC 4000 |
| 4Mb RAM | RRP £1199 | INC VAT - AMC 4000 |
| 6Mb RAM | RRP £1299 | INC VAT - AMC 4000 |
| 6Mb RAM | RRP £1399 | INC VAT - AMC 4000 |
| 6Mb RAM | RRP £1699 | INC VAT - AMC 4000 |

## AMIGA 4000 CONFIGURATIONS

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- 25MHz 68030EC
- 4Mb 80ns DRAM
- 6Mb 120ns DRAM
- 6Mb 214ns DRAM
- 6Mb 245ns DRAM
- 6Mb 340ns DRAM
- 6Mb 540ns DRAM

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £1999.00**  
**LESS PACK SAVING: £1099.00**  
**SILICA PRICE: £900.00**

|         |           |                    |
|---------|-----------|--------------------|
| 6Mb RAM | RRP £1999 | INC VAT - AMC 4000 |
| 4Mb RAM | RRP £1199 | INC VAT - AMC 4000 |
| 6Mb RAM | RRP £1299 | INC VAT - AMC 4000 |
| 6Mb RAM | RRP £1399 | INC VAT - AMC 4000 |
| 6Mb RAM | RRP £1699 | INC VAT - AMC 4000 |

## CDTV ADD-ON FOR A500 or A500 Plus

**FREE! ZOO! PACK + GFA + PHOTON**

**1 YEAR ON SITE/AT HOME WARRANTY**

**PACK INCLUDES:**

- Enables your Amiga 500 to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Transfer time 153Kb/second
- Compatible with CD + D and CD + MIDI formats
- Compatible with ISO9660 standard
- Some old A500s need modification - call to ask

FREE FROM SILICA (See Top Left) £267.87

**TOTAL PACK VALUE: £149.00**  
**LESS PACK SAVING: £149.00**  
**SILICA PRICE: £0.00**

|             |          |                    |
|-------------|----------|--------------------|
| CDTV ADD-ON | RRP £149 | INC VAT - CDD 0570 |
|-------------|----------|--------------------|

## COMMODORE APPROVED

Silica Systems have been a fully authorised Amiga dealer ever since the product range was launched. As part of our service, we can upgrade Amiga 600 or 1200's with hard drives, for new or existing owners. In both cases, Commodore's official on site warranty is unaffected. Silica offer other upgrades too and provide a comprehensive repair service for A500 and A500 Plus computers.

**UPGRADES & REPAIRS**

- 20 trained technicians
- 1,000s of parts in stock
- FAST, 48 hour service
- We can collect (E5+vat)
- FREE return courier
- All work guaranteed

**CALL FOR A PRICE LIST**  
and details of all upgrades available

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

## SILICA SYSTEMS - THE AMIGA SPECIALISTS

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years, we are Amiga specialists and are a Commodore approved dealer. With our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the 'Silica Systems Service'.

- COMMODORE APPROVED UPGRADES:** Official Hard Drive upgrades with WANG on-site warranty.
- FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE:** A team of Amiga technical experts will be at your service.
- PRICE MATCH:** We match competitors on a "Same product - Same price" basis.
- ESTABLISHED 14 YEARS:** We have a proven track record in professional computer sales.
- £12 MILLION TURNOVER (with 60 staff):** We are solid, reliable and profitable.

- BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts are available. Tel: 081-308 0888.
- SHOWROOMS:** We have demonstration and training facilities at all our stores.
- THE FULL STOCK RANGE:** All of our Amiga requirements are available from one supplier.
- FREE CATALOGUES:** Will be mailed to you, with special reduced price Amiga offers, as well as details on all Amiga software and peripherals.
- PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

**SILICA SYSTEMS**

**HOT LINE 081-309 1111**

|                                                           |                                                                   |                      |
|-----------------------------------------------------------|-------------------------------------------------------------------|----------------------|
| <b>MAIL ORDER:</b>                                        | 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX                | Tel: 081-309 1111    |
| Order Lines Open: Mon-Sat 9.00am-6.00pm                   | No Late Night Opening                                             | Fax No: 081-308 0003 |
| <b>LONDON SHOP:</b>                                       | 52 Tottenham Court Road, London, W1P 0BA                          | Tel: 071-580 4000    |
| Opening Hours: Mon-Sat 9.30am-6.00pm                      | No Late Night Opening                                             | Fax No: 071-323 4737 |
| <b>LONDON SHOP:</b>                                       | Selfridges (Basement Area), Oxford Street, London, W1A 1AB        | Tel: 071-629 1234    |
| Opening Hours: Mon-Sat 9.30am-7.00pm                      | Late Night: Thursday - 8pm                                        | Extension: 3914      |
| <b>SIDCUP SHOP:</b>                                       | 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX                | Tel: 081-302 8811    |
| Opening Hours: Mon-Sat 9.00am-5.30pm                      | Late Night: Friday - 7pm                                          | Fax No: 081-309 0017 |
| <b>ESSEX SHOP:</b>                                        | Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA | Tel: 0702 468039     |
| Opening Hours: Mon-Fri 10.00am-5.30pm (Sat 9.00am-6.00pm) | Late Night: Thursday - 7pm                                        | Fax No: 0702 468039  |

To: Silica Systems, CMF0R-0793-104, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

**PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE**

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? ..... 104E

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.